ACE COMBAT 6
Fires of Liberation



PDF Walkthrough
by
Vhayste®

ACE COMBAT 6
Fires of Liberation.

www.AceCombatSix.com

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INTRODUCTION

It was a quite day in Gracemeria. The relaxing music on the radio is perfect for the warm sunny morning. When suddenly, all hell broke lose when the capital's King's Bridge has been destroyed. One after another, the skies was filled with the invading enemy aircraft, all lingering thunderous blasts as the capital was taken by surprise.

A homeland lost... Will you ever be able to take it back?

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Author's Notes

To start off, this is an IGN exclusive guide – which means this guide will be featured only in IGN.com and its network. Any request to feature this guide on any other websites will be politely declined or ignored. This guide is available FREE, exclusively @ IGN.

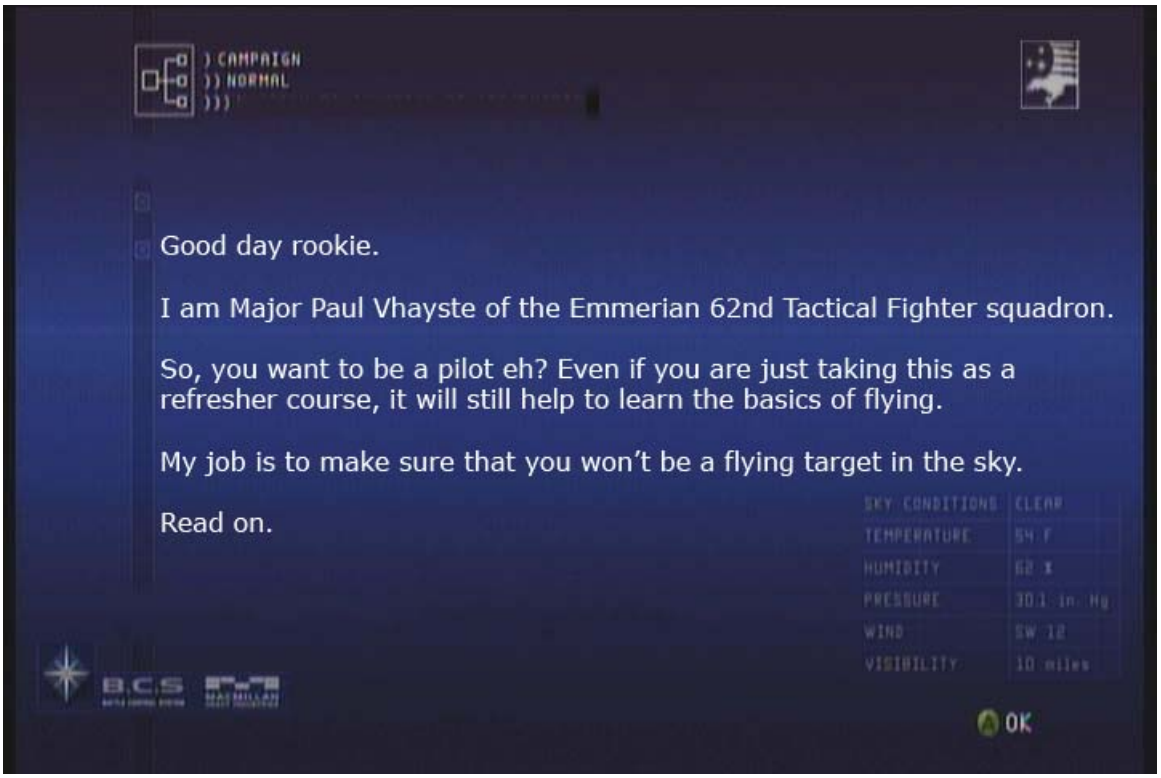
This will be my first guide for the Xbox 360 and I am glad that I was given the chance to cover a great game. If you have read my works, you should know that I am a fan of the Ace Combat series. I played all the versions out except for the Playstation titles.

Any feedback from you guys is very much appreciated. If you have corrections or suggestions tell me so; remember that I am doing this for FREE and I am investing my time and effort to make this guide as helpful as possible. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect. Since I love using screenshots to make the guide more effective, spoilers may also lie ahead so read with care. That's all and I hope you will find this guide useful.

--Paul Vhayste

Flight School – (Getting Started)

If you are an Ace Combat pilot before and already familiar with the game basics, you may skip this tutorial.



Controls

The button configuration is generally the same as the previous versions. But there are some additions as well, including the all new “Allied” command/orders. This will be discussed in detail later on.

The following layout that will be covered in this section is Type A which is the game’s default. You can change the control type from the game options.



Acceleration

Press the RIGHT TRIGGER to accelerate. Press the RIGHT BUMPER to yaw right.

Hold RT to activate afterburners and gain a speed boost. Note that the turning angle is wide when traveling at high speed.



Deceleration

Press LEFT TRIGGER to accelerate. Press the LEFT BUMPER to yaw to the left.

Hold LT to activate air brakes. Air braking for too long may cause your aircraft to stall. Air braking is necessary to make sharp turns in maneuvers.



Flight Control

Hold the Left Analog button down to point the plane’s nose up and vice versa. Hold it to the left or the right to roll the plane left or right.

Press the left analog button to lower the landing gear during mid-battle landings.



Camera Control

Use the right analog stick to control the camera angle freely. Press it to change into different views.



Wingman/ Allied Command

Press the UP D-PAD (directional pad) to order your wingman to attack the target (s) in front of you. Press the DOWN D-PAD to order your wingman to cover you.

When the AS (Allied Support Gauge) fills up, press and hold the UP button to request a coordinated attack against the targets in front of you. Request a coordinated allied cover by pressing the DOWN D-Pad

Press the LEFT or RIGHT D-pad to highlight enemy forces for each operation.



Pause/Menu/Cancel

Press the start button to pause the game and open the menu during the mission. Here, you can view your main objective and the objectives for each operation.

The start button is also used for cancelling landing and take off sequences.



Toggle SP weapon/Missile

Use the select button to toggle between missiles and SP weapons.



Fire Machine Gun

Use the A button to fire your plane's machine gun.



Fire missile/ SP weapon

Press the B button to fire missiles or SP weapons, depending on which one is active. Press and hold to track down the missile or SP weapon as it hits the target.



Change Targets

Press the Y Button to change targets.



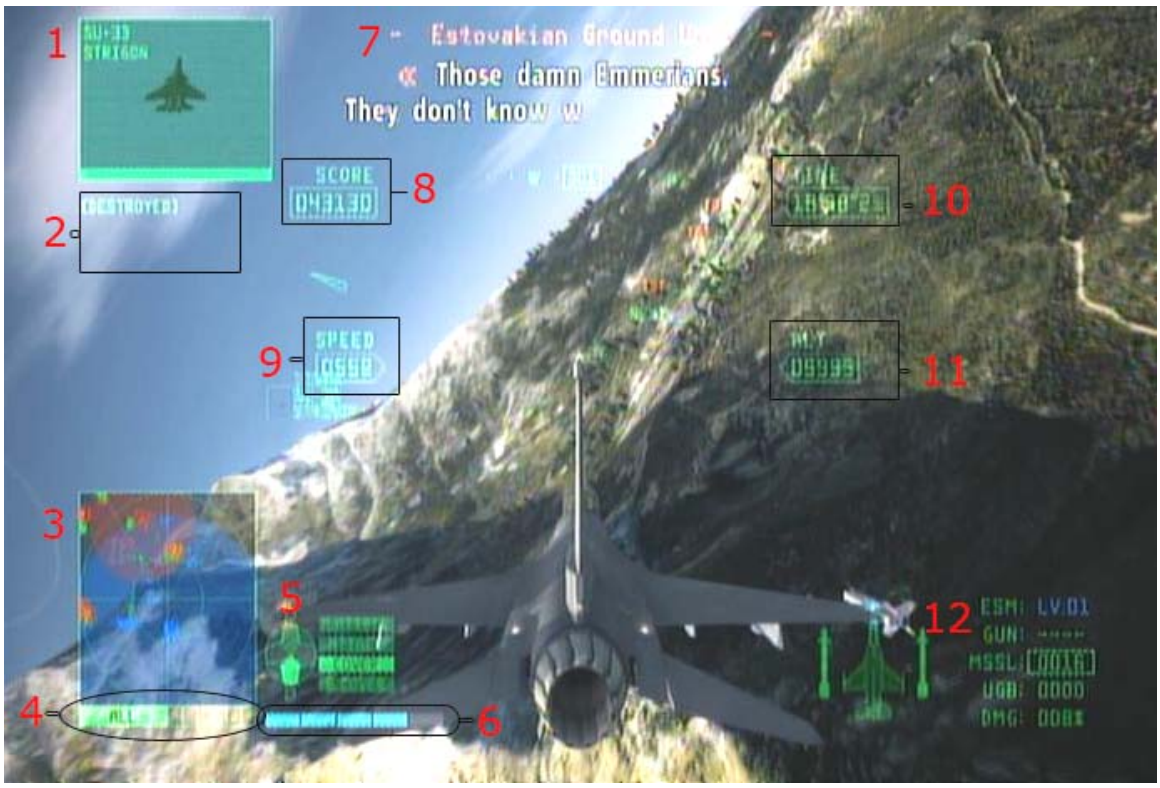
Toggle Map modes

Press the X Button to toggle map views.

HUD

Knowing the meaning of every information showed in the screen is vital for every pilot. The HUD displays various details about your plane and your surroundings. It also displays all you need to know during missions.

Here is the basic rundown of the information that you will see when playing.



1. **Active Target** – This nifty little screen displays the actual unit/ target you are currently locked on. It is real-time, as you can see if the target is destroyed, gunned down or even while firing. The enemy's health will be displayed here as well.

2. **Destroyed Targets** – Displays are recently destroyed targets and their corresponding points.

3. **Map** – Displays all main targets, enemy units, allied units, etc. Allied and Enemy ESM range will be shown here as well.

4. **Operation** – toggle in between operations to highlight all targets. This is a good way to filter and prioritize targets since just viewing all targets in all operations is really messy and confusing.

5. **Wingman/ Allied Command –** Order your wingman or allies to attack/ cover you. Note that the Allied Support (AS) gauge should be filled first before you can request assistance from your allied units. Fill it by successfully completing an operation and destroying enemies. Wingman commands can be issued indefinitely.

6. **AS Gauge –** Call in allied support once your AS gauge reach a certain level.

7. **Radio Chatter** – This where you can read all transmissions from allied, enemy or neutral forces. AWACS (Ghost Eye) messages are also displayed here.

8. **Score** – The total score you have acquired so far.

9. **Speed** – Your aircraft's speed. Stalling speed for your aircraft can be monitored here.

10. **Timer** – The time remaining to complete the mission/ objective

11. **Altitude** – Displays the altitude of the plane. An automatic warning system will inform you if you are flying dangerously low.

12. **Multi-function display**:

    ESM : Current ESM level. The higher level, the more effective your missiles will be.
    GUN : The remaining ammo of your machine gun
    MSSL : The remaining missiles you have in stock.
    [SP] : The remaining SP weapon you have in stock.
    DMG : The amount of damage sustained. Your plane is destroyed when it reaches 100%

Basic Flight Operations

In this section we will discuss the basic flight operations you will need to perform during missions. That includes taking off, landing, mid-air refueling, mid-battle take-off/landing, and carrier take-off/landing

TAKING OFF

As you are deployed on each mission, you will need to take off. Commonly, you will need to take off from your home airbase. Taking off is quite easy. Once you get the clearance to take off, accelerate until you reach at least 150MPH then pull your plane's nose up. Just keep ascending until you get a message that the altitude restrictions are cancelled. You are good to go after that.





LANDING

Landing in AC6 is a bit simpler compared to its predecessors. When you are ready to land, you will just be a mile of the runway and already in a straight path. You just need to ease up on the airbrakes, and approach the runway while gently pointing your plane's nose in a smooth angle. Don't brake too hard or you'll stall. Just apply enough pressure on the left trigger as you observe your plane slowly descending.

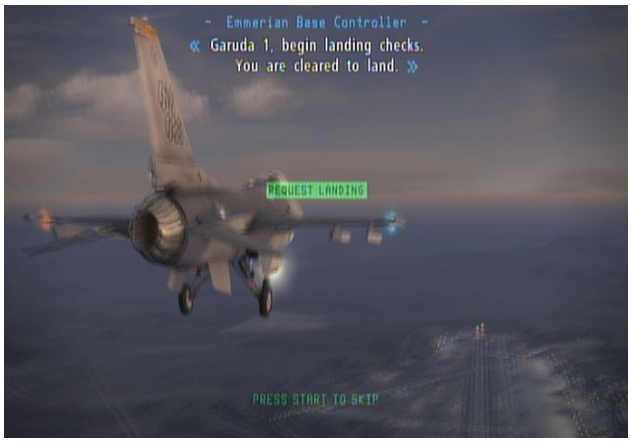
Once your tires hit the runway, brake hard to give the plane a sudden stop. Landing successful.





Mid-battle Landing

In some missions where some operations require you to defend or take control of an airbase, successfully clearing it will allow you to use the airport as your resupply/repair station during the course of battle. Landing with enemies around you is very risky and you are very vulnerable while attempting to land. If you really need to land for repairs and resupplying, make sure you order your allies to provide you with cover or have them attack all enemies first.





To perform a mid-battle landing, approach the runway. Once you get into appropriate distance, the control tower will notify you that you are cleared the land. Lower your landing gear by clicking the Left Analog button. You can abort the landing anytime by raising your landing gear (click the analog button again) or just fly by the airbase.

Mid-Battle Take Off





Taking off in the heat of the battle is not that hard. Apply the same take off procedures but make it fast. Remember that you still vulnerable during take off so get off the ground as soon as possible.

Carrier Landing

Carrier landing is a bit easier in AC6. Approach the flight deck while slowly descending. Just don't hit the brakes too hard or you'll stall. Once you felt your tires touch the deck, hit hard on the brakes.





Carrier Take - Off

Taking off from a carrier is fairly easy. Once you are cleared to take off, hit the afterburners and the deck catapult will launch the aircraft from 0-200 mph. Once your tires leave the runway (which usually happens in less than a second), raise your plane's nose and head to the skies.





Aerial Refueling

Aerial Refueling can be a bit tricky in case you drift off course. Fortunately, there is only one instance in the game that you will need to perform a mid-air refueling and you will start directly at the optimum path towards the tanker.

As you start the sequence, approach the tanker slowly, throttle up gently. Avoid touching your flight stick to avoid changing directions. In case you have changed directions, try getting the diamond marker aligned with your marker.

Once you reached the tanker, hold your position a bit and refueling will initiate automatically.





Tactical Training

Now, we will run through the layout of basic combat operations. This includes mission briefing, plane selection, weapons systems, combat maneuvers, allied/ wingman commands, ESM support and battlefield assessment.

Mission Briefing

Some players may find this part of the game boring and may just skip to the battle at once, only to discover they don't know what to do later on. It's a cardinal sin and a part of stupidity for pilots.





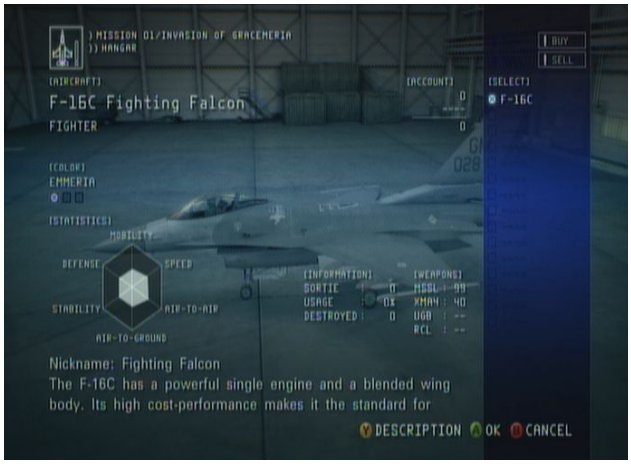
These pre-mission orientations are really important. You will know all the separate operations to be conducted simultaneously and the allied detachments that will participate in battle. As you have known, most missions have several operations taking place and you have the choice to provide support to any of them. Since you are only required to meet the quota out of the deployed operations, you can finish the mission even if you were not able to meet the other teams.

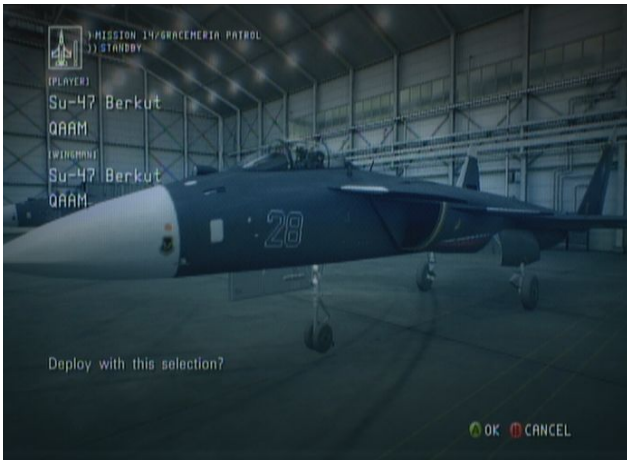
For example, the mission has three operations and you have a quota of two. That means that you just need to finish two out of the three active operations for that mission.

Further more, the briefing's most important use is to provide much needed intel about the enemy forces, the terrain and the background of the mission. You will now the type of enemies you may encounter including your main objective, which will also help you to decide which plane and weapons to bring.

Plane Selection

Selecting the proper plane for the mission is self-explanatory. Each plane has their own strengths and weaknesses, including their SP weapon set and payload. You wouldn't be bringing an A-10A attacker (unless you are seeking challenge) to mission where heavy aerial battle and dogfighting is expected.





Weapons systems

This section will provide you the basics of using/deploying/selecting different weapons you have equipped in your plane. Obviously, each plane has different sets of special weapons and their payload determines the amount of missiles and SP weapons they can carry.

You also need to bring the SP weapon appropriate for the mission. You wouldn't want to bring bombs if you are expecting enemy air units in majority.





Firing Missiles

Your missiles are your basic, multi-purpose weapons. They can hit ground, air, and naval targets. They are faster compared to some A-A SP weapons and have average damage. Most of the time, one to two missiles are enough to destroy enemy targets.

You will need to lock-on a target first. You should also be within firing range before achieving a lock-on. Once you get a lock-on, don't fire immediately. It doesn't mean that your missile will hit the target immediately.

Take note of the angle, speed and turn you and your target are currently doing. The optimum firing range is at least within 5000 ft. At this distance, missiles can hit their target with little chance of evasion. (Unless the target is a really agile plane such as Strigon Team's SU-33s).





For higher probabilities of hitting the target, pay close attention to your hud. Once the word SHOOT appears, release your missiles. The hit rate of firing missiles during this time can be as high as 95% in most but not all cases.

Firing Guns

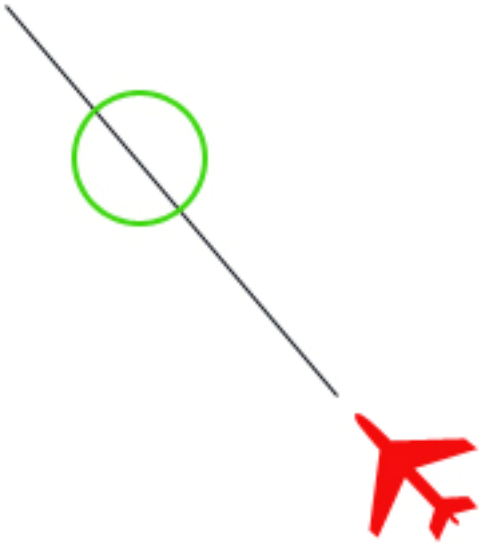
Machine guns can be equally destructive as missiles within its effective range or even more at point blank. However, tracking or targeting fast moving targets can be challenging since you also need to control the speed and angle of your aircraft to keep the target in sight (manual targeting). There are some tricks in properly executing a machine gun attack and I will try to discuss it here.

The machine gun rounds are lethal up close and are sure to chew the enemy armor away. First, you'll need to be close enough for the bullets to hit your target. You will know this if your targeting reticule appears.





For targeting large, slow enemies such as transports, enemy AWACs, tankers etc, just approach them slowly, get into firing range, align your reticule and fire. Same thing can be applied for large ground targets such as facilities, fortifications and enemy ships. For faster targets like enemy fighters, you will need to anticipate the enemy's flight path. Refer to the diagram below:



The green circle is your reticule, the black line is the projected flight path of the target and the red plane is the target.

Note that the reticule is way beyond the target. The truth is, in high speed maneuvers, bullets don't travel straight right to the target.

With a bit of physics and other factors, bullets tend to "swerve" away from the direction it is fired. In this diagram, firing bullets at this position will allow the bullets to "fly" directly to the target. Same thing applies for vertical approaches.

Firing SP Weapons

Sp weapons come in many shapes and sizes. Anti-air SP weapons are normally missiles with multi-lock on capability, farther range, enhanced tracking and greater damage. Anti-ground weapons are composed of "dumb" (normal) bombs, precision bombs and air to ground missiles. There is also an SP weapon that jams the enemy targeting capability, thus reducing the effectiveness of missiles.





Anti-Air SP weapons:

XMA4, XMA6 and XLAAs are all multi-targeting SP weapons which can fire four missiles at medium and long range. Though they have enhanced tracking, range and damage, that doesn't mean that they will always hit the target. Enemies can still evade them by making sharp turns and barrel rolls. QAAMs are a bit more reliable when tracking faster more agile targets because of its maneuverability.

For best results, approach the targets either on their 12 or 6, and then fire after getting a lock on. Getting in closer may increase the probability of the missiles hitting the target but may also cause the targets to break formation and engage you instead.

Further information about individual SP weapons will be discussed in a separate section dedicated for that topic.

Anti-Ground SP weapons:

For precision air to ground weapons such as GPBs, XAGMs, LASM, and SFFS, you just need into range and release the weapons once you get a lock-on. You will always hit the targets unless they are in some kind of cover.

For unguided bombs such as the UGBL and FAEB, you will need to carefully aim them before releasing or they'll land off target.





Upon selecting an unguided bomb, a different targeting crosshair will appear. This is where the bomb will hit. You won't know the blast radius until impact. Usually, UGBs have decent blast radii but compared to the FAEB (which I consider the strongest ground weapon in the game), the destruction and range is not even close.

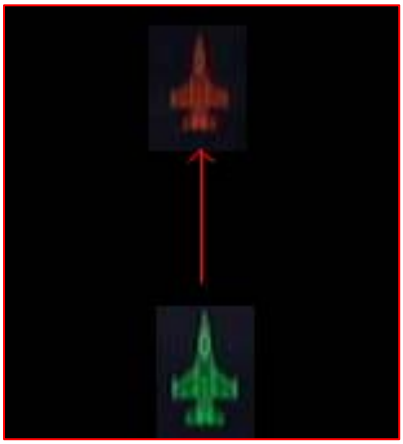
Use UGBs against closely packed targets such as enemy fortifications and bunkers.

Combat Maneuvers

Here you will learn the basic combat maneuvers. It is given that enemies won't just be up there waiting to be shot down. Thus, expect a struggle for the optimal position either when targeting enemies or evading enemy fire.

Tail-Chase





How to perform: This is basically the easiest firing position to acquire. Just get to your target's six and hit your afterburners, get into firing range. Release the missiles once you get a clean lock-on. (The word SHOOT appears in the middle of your HUD)

Though this maneuver is simple and effective against steady targets such as transports, you won't be able to use this move much against more agile and faster targets since you'll need to keep up with them, especially in tight dogfights.

Aircut





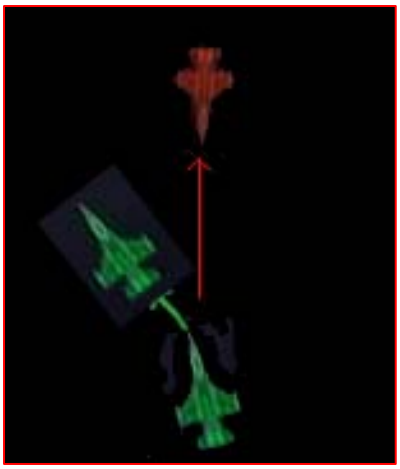
This is another tricky but effective move. You may use this often against those pesky enemies that loves to dodge your missiles and keeps on hanging on their tails.

How to perform: When targeting an enemy, avoid flying too closely. Wait until he is about it turn, then quickly turn to the direction he'll be turning. Immediately boost your way to that direction and you will be able to stick close to his tail, enough for the missiles to hit him without any chance of evading. The logic of this move is to cut through a "shortcut" directly intercept his turn.

If you have played racing games, you should have used this move several times already.

Arrow Head Approach



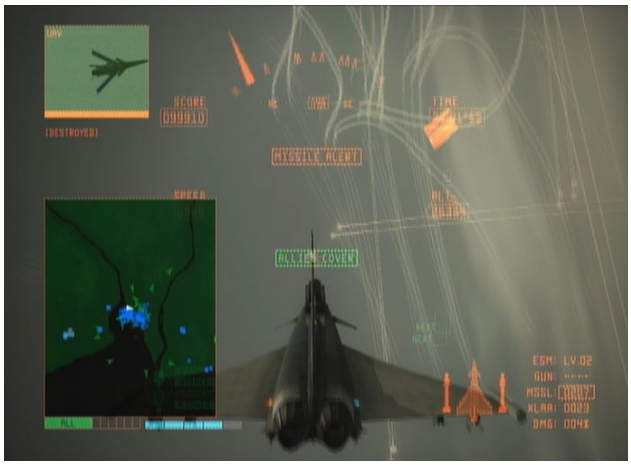


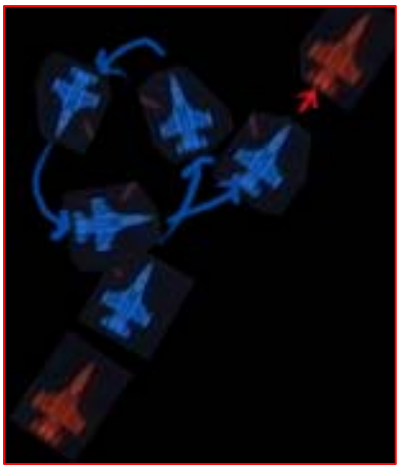
This is a bit risky since there's always a chance that the enemy will hit you as well. But the odds of destroying the target is higher, almost perfectly if timed correctly.

How to perform: Once you see incoming bogeys on radar, approach them from their direct 12 o'clock. Hit your afterburners to approach them faster, and once you get a lock, fire your missiles and immediately get out of the way. It doesn't matter which direction, as long as you can get out of your enemy's line of fire.

Release it too soon and the enemy will be able to evade it. Release it too late will either let you missiles pass through the enemy or you'll eat his missiles.

Barrel Roll (Air)





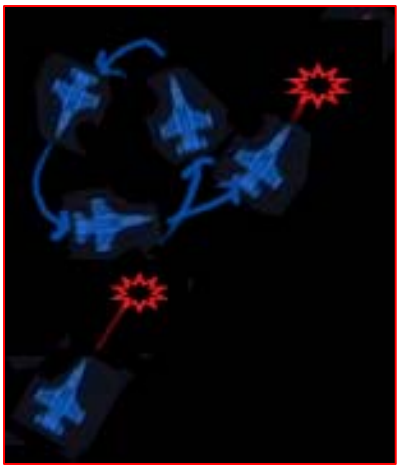
This is one of the basic maneuvers in reversing an enemy that is targeting you. This move can be executed by an agile and fast plane. You can still perform this rarely using attackers such as A-10As and F-117s; that is if you are facing a slower plane.

How to perform:
Once the system turns red (enemy radar tracking), check out your map. If there is bogey on your tail, hit your afterburners for a good 2-3 seconds then immediately hit the airbrakes while tilting your plane up. This will make the plane flip over and the bogey will past by you. Try not to hit the brakes for too long or too hard or your plane will stall, ruining the opportunity. After flipping 90-180 degrees, quickly hit your afterburners to recover and attack the target from behind.

This can be done also when recovering from a dive-bomb move so that you can start another dive-bombing run.

Barrel Roll (Ground)





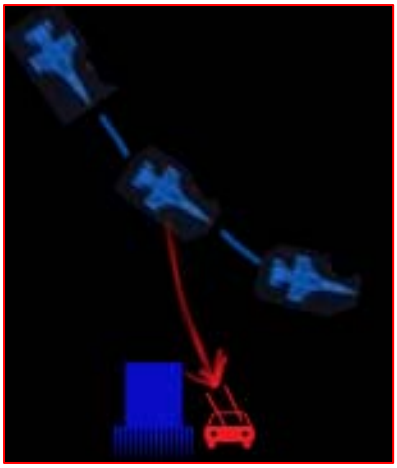
When tracked by an enemy ground unit (SAM), you can use this maneuver to either break their lock on or evade a missile already released. This can also be used to recover from a dive-bombing maneuver to regain altitude and get into bombing position.

How to perform:
Same rules apply with some minor changes.

Approach the intended target. Once ready, release your ordinance and perform the maneuver. Or, when targeted and you hear the warning system beep (which means that a missile has been released and currently targeted at you) brake hard while tilting your plane's nose up. Once you have a good skyward incline, hit the after burners to gain some elevation then turn sharply to return to your original flight path.

Dive Bombing





This move is essential for those ground targets that are well covered by obstacles such as buildings, cliffs, valleys, fortifications, etc. Normally they won't be in your missile's line of fire. This maneuver will allow you to get in top of the target and get a clean shot overhead.

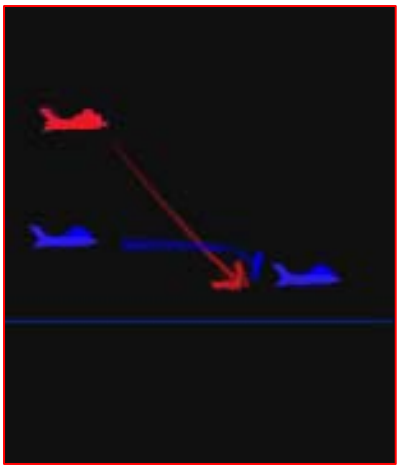
How to perform: Acquire your target. Ascend to a suitable height (which will depend on the elevation of the target, normally +2000-3000ft above your original position) then hit the airbrakes and turn the plan noseward to the ground. **Do not accelerate while on this position!**

Once you get your target, release your missiles/bombs and gently maneuver the plane back in a 90 º angle and fly away. (Or barrel roll up if you want to do another bombing run.)

Defensive Maneuvers:

Terrain Masking



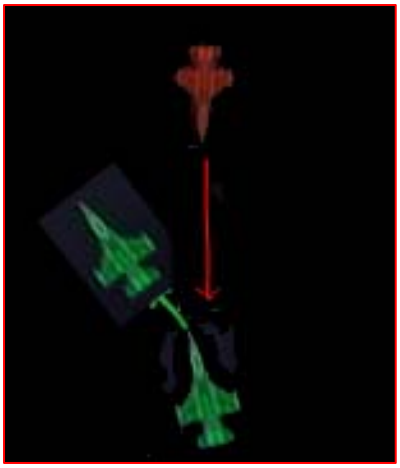


In real life, terrain masking is used by high speed bombers approaching their target or evading enemy interceptors. Flying close to the ground uses “ground clutter”, which makes the plane hard to see. It also helps a lot on evading enemy attacks since missiles launched from above won’t hit a fast moving, lower altitude target. Though it should be easy for attackers such as the A-10A, the F-117 and some multirole fighters, this is risky for faster, more agile fighters. You can use this for escaping multiple pursuers, especially if you are in need of repairs and re-arming.

How to perform:
Just lower your altitude at around below 1000-1500 depending on the terrain you are in. Adjust your speed, depending on how your plane behaves or how you can control it.

Banking Turn





Banking is generally changing the direction of the plane, oftentimes instantly. This is really essential if a missile is approaching you head on or if an enemy target during the Arrowhead approach (Discussed above) fires first. Banking can help you avoid getting hit by a missile.

You can also bank for the last minute, after you release your missile to the intended target but that requires proper timing. If timed correctly, the missile will just fly harmless inches off you.

How to perform:
There is no setup needed here since you can just bank or turn whenever you want. However, what'll matter will be the mobility of your aircraft. Some planes turn slower, others turn instantly when you yank the flight stick.

Barrel Roll
<See description above>

Allied/ Wingman Commands

One new feature in the game is the ability to call in allied support, either in the form of offensive fire support or providing covering fire as you attack main targets. In most missions, you'll need to complete an operation first before your allies can assist you. Normally, the squadron/ group from successful operation(s) will provide assistance when you needed them.

Your wingman (Shamrock/ Garuda 2) will be always by your side on every mission. He is a very good pilot and can help you in tough situations.

Wingman Cover



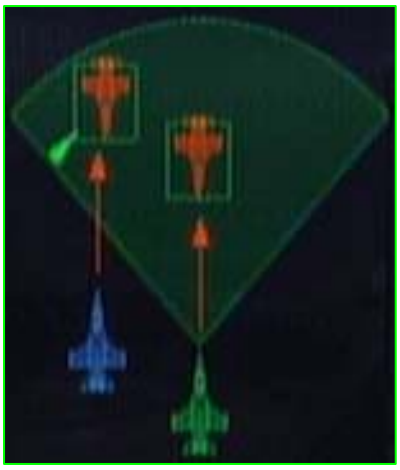




At the start of the mission, this is the default command/ formation that your wingman will follow. In this formation, your wingman will attack anything that is trying to shoot you, when he can.

Wingman Attack



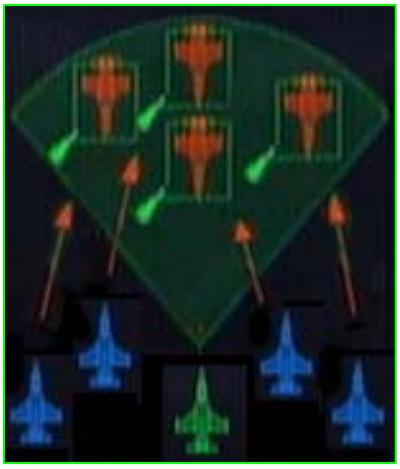




When ordered to attack, your wingman will shift into attack position. Your wingman will attack the target you have selected. After it is destroyed, he will choose his own targets automatically.

Allied Attack



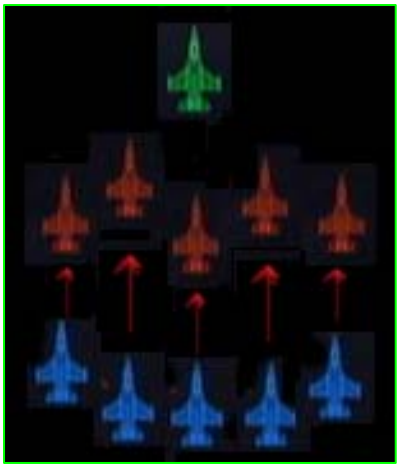




Once you have your AS gauge filled up, you can order you allies to attack any target in front of you. They will cease attacking once the designated targets are destroyed or after a short time. Destroying targets will also increase the AS gauge.

Allied Cover







This command is pretty useful when you find yourself drawing most of the enemy fire. Once activated, your allies will attack all ground, naval or air units currently targeting/ firing at you.

ESM Support

ESM or Electronic Support Measures is an enhancement provided by an allied unit; which could be a jumbo jet similar to an AWACS, a radar station or a ship. Electronic support is essential for large scale battles since it provides enhancements to all allied units within range.

The most obvious effect you can observe if you are within an allied ESM net is that your missiles have enhanced tracking (which almost works like QAAMs if the ESM level is high) and that enemy targeting is reduced as well, making it hard for them to get a lock on to you.





Enemy ESMs have the same effect to their allied units. If you are within enemy ESM range, expect disadvantage when targeting enemy units. ESM can be stacked if the units providing them have overlapping ranges. So, it is possible to have a higher ESM level if you are staying within the overlapping signals.





Speaking of overlapping signals, if in any case enemy and allied ESM overlap each other, the effects won't be negated but will still be active. Same thing with jamming. Fortunately, jamming in AC6 doesn't disable your lock-on capabilities but your radar will be blocked within effective range.

Miscellaneous

Assault Records – These can be unlocked for both Estovakian and Emmerian Units. To unlock the Estovakian units, shoot down the Strigon team members during the missions (the final blow should be done by you) and other various aces that will appear on Expert and Ace difficulty levels.

Emmerian Units in the other hand, can be unlocked by getting a rank S in various operations. You can do this on free mission as well.

Debriefing



Walkthrough

Mission 01

Invasion of Gracemeria

-Through the heart of the nation-

Time Limit: 30:00:00
Quota: None
OP Leader: None
Mission Type: Anti Air

Area: Gracemeria

Main Objective: Destroy all enemy targets (TGT)
Starting Points: Aerial Defense

You will need to select your plane before starting the mission. Since you still don't have any other planes or SP weapons, select the default load out and proceed with the mission.

This is mainly an aerial battle so feel the controls. Try to get familiar with your plane since you will be using this for the next few missions. The bombers are scattered across the map, marked with the color red. Feel free to destroy enemy fighters and choppers as you want.





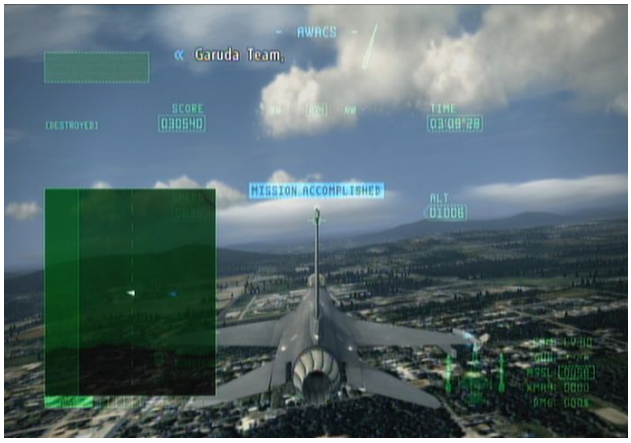
If you have noticed, the missile and SP weapon capacity of your F-16C is really large, considering the limited number of missiles planes from previous AC versions can carry. This is actually helpful since missions in AC6 are rather long and the targets are numerous as well.

Old SP weapons make their comeback in this version of the game though some of them are renamed or modified. The XMA4 is the XMAA for previous versions. Another variant is the XMA6 which is basically an XMAA that can lock-on up to 6 targets at once.





After destroying all targets, a cutscene occurs. This is where you will encounter the only ace squadron in the game and one of their superweapons.



The Nimbus cruise missiles are capable splitting into multiple warheads that explodes in mid-air, damaging/destroying any aircraft caught within the explosion. Several volleys of this destructive weapon can be evaded but I suggest not winding your way through the explosions with your current aircraft. Not to mention that a majority of elite Strigon units are included in the mix as well.

Shortly after the perceived Emmerian victory, the turn of the battle leaves you with a handful of survivors. You are then ordered to fly west past the return line.

Enemy fighters will be chasing you so use **Terrain Masking** (see Tactical Training section above) or flying low to avoid being targeted. Once you cross the line, the mission in finished.

Rewards:

- ESM Tutorial
- Waypoint Resupply Tutorial

Mission 02

Vitoze Aerial Defense

-On the brink-

Time Limit: 20:00:00
Quota: None
OP Leader: None
Mission Type: Anti Air

Area: Brillante Heights

Main Objective: Destroy all enemy targets (TGT)
Starting Points: Bomber Intercept

Since you have no choice, you got to use the same setup for you and your wingman.





This is another anti-air mission. Enemy bombers will appear with escorts. You can take care of a few escorts before the bombers just make sure none of them reaches the city.

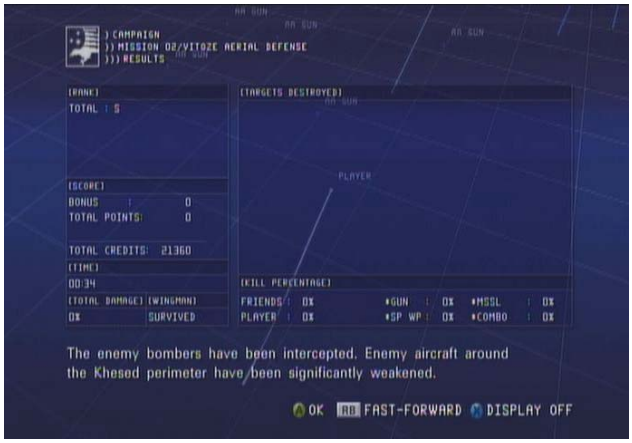
Another good thing about this mission is the ESM radar towers. They are scattered across the map and it is possible to utilize their “overlapping effect” by engaging enemies in the coverage areas of the radar towers.

On the sidenote, the airfield here can be used for frontline resupplying if you need it. Consider this as your practice since the skies here are not that hostile.

Once every bomber has been intercepted, the mission completes.

Rewards:

- Operation Tutorial
- Base Resupply



ACE COMBAT 6
Fires of Liberation™

Mission 03

Sipli Field

-Fortunes of War-

Time Limit:	30:00:00		**Area**: Sipli Fields
Quota:	2/3		
OP Leader:	**A**: Warlock	**B**: Quox	**C**: Steel Gunners
Mission Type:	Anti-Ground	Anti-Ground	Anti-Ground

Main Objective: Eliminate all Estovakian ground forces. Single out individual missions on the HUD using the Dynamic Operation System by pressing left and right on the directional pad

Starting Points:

1. Central Assault Unit Support (Air-to-Ground)
2. Eastern Separate Unit Support (Air-to-Ground)
3. Long Range Artillery Unit Support (Air-to-Ground)

This is the first mission in the game where you need to take part in several operations. You only have to complete 2 operations to accomplish the mission so choose whatever you see fit. As for the load out, make sure you bring UGBs since the majority of targets here are ground units. There is some air units mixed in the fray but not that many to convince you to equip an XMA4. For Shamrock, if you want him to help out with the bombing, equip the UGB for him otherwise, let him use the XMA4 to cover you from aerial threats. Forget about the Rocket Launcher since it is still the worst SP weapon in the game.







At the start of the mission, the DOS (Dynamic Operation System) is set to “ALL”. That means you will see all targets for all operations. Pretty much it will make your job harder since you don’t know which target belongs to which operation.

Toggle between mission targets by pressing left and right from your Directional Pad. This way, you can filter out the targets for each mission.

OPERATION A: WARLOCK

Objective: Assist the Central Ground force Warlock Separate Battalion



The Warlock Battalion is the main attack unit. Because of that, expect a heavier resistance when assisting them.

The enemy target consists mainly of tanks and some annoying AA weapons as well. You can order your wingman to spot some enemy aircraft as you do your bombing run.

One of the highlights in the operation is when you need to prevent the majority of enemy ground units from crossing the bridge and reaching Warlock Battalion. Make sure to destroy them all, if not at least a majority of them.

Once you destroy the primary targets (those marked with red TGT), proceed to the next operation.

OPERATION B: QUOX

Objective: Assist the Quox Armored Battalion's eastern pincers advance.

Pretty much as the same as Warlock. Nothing else special to note, just continue destroying all primary targets (destroying a few secondary targets will be fine) until the mission completes.

OPERATION C: STEEL GUNNERS

Objective: Assist the Steel Gunners ground force western pincers advance



Steel Gunners have a small ESM unit so make sure to take advantage of that. The enemy targets here include AH-64 attack helicopters so get rid of them first. It only takes one missile to destroy each.

Steel Gunners will attempt to break through past the bridge so make sure you destroy everything in their path. The enemy numbers in this side of the battlefield is quite few so expect an easy win in this operation.

Upon completing two operations, a mission update will be given. This is the second part of the mission. Note that completing an operation or getting a mission update automatically saves a checkpoint so you can restart from there if you crash or shot down.

Remember also that there is always a return line for every mission so you can go back there to have repairs, change SP weapons, and get fresh ammo.

MISSION UPDATE:

For the mission update, the targets will be located in the upper portion of the map. You just need to eliminate the remaining Estovakian units. There will be some enemy fighters here as well. They are not that hard to shoot down so down a few to get extra scores. You can also order your allied units to attack if you want.





Mission completes after all primary targets are destroyed.

Rewards: NONE

Mission 04

Bartolomeo Fortress

-Tides of War-

Time Limit:	40:00:00		**Area**: Mt. Marcello
Quota:	2/3		
OP Leader:	**A**: Warlock	**B**: Quox	**C**: Snake Pit
Mission Type:	Anti-Ground	Anti-Ground	Anti-Air

Main Objective: Capture Bartolomeo Fortress and sweep Khesed Island of all Estovakian forces.

Starting Points:

1. Logistics Route Assault Support (Air-to-Ground)
2. Gun Site Capture Support (Air-to-Ground)
3. Electronic Support Aircraft Defense (Air-to-air)

Same setup as before. Bring in some UGBs or if you want, you can bring XMA4s if you plan to complete Operation C first then go back to the return line and switch to UGBs.

OPERATION A: WARLOCK

Objective: Assist the Warlock Separate Battalion's assault on the enemy position.



Warlock will be attacking from the west. Go ahead of them and take out any enemy fortifications along the way. The bridges have guntrains which are really tough so multiple missile hits maybe needed to destroy them. Use the UGBs against those tightly enclosed targets.

Work your way until all primary targets are destroyed. The operation will complete once you eliminate all threats posed to Warlock

OPERATION B: QUOX

Objective: Assist the Quox Armored Battalion's assault on the enemy position.



Pretty much the same as Warlock's operation. Get rid of any targets, specially bunkers and howitzers. Continue destroying them until all of them are completely destroyed and Quox reaches the final checkpoint.

You may want to consider taking out green or secondary targets since they still pose a threat until all primary targets are taken out.

OPERATION C: SNAKE PIT

Objective: Defend the Electronic Support Plane, Snake Pit

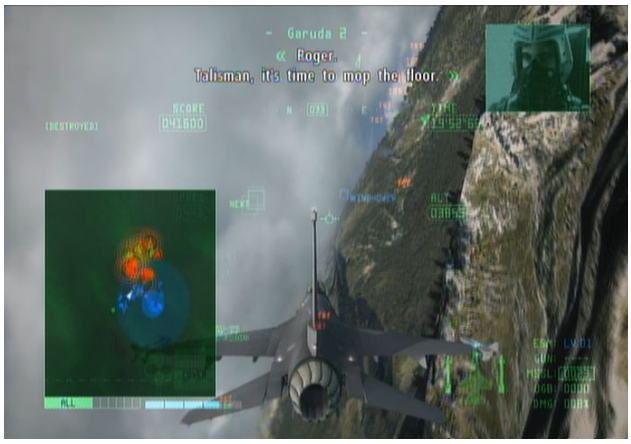


You may want to complete this as your first operation. Snake Pit's ESM will be a great help for completing the other two operations and the second part of the mission.

To start off, the primary targets here are the F/A-18 Superhornets which are good fighters but not that exceptional that your F-16C can't handle. Aside from that, there will be other secondary enemy aircraft that want some piece of the action so give it to them if you can.

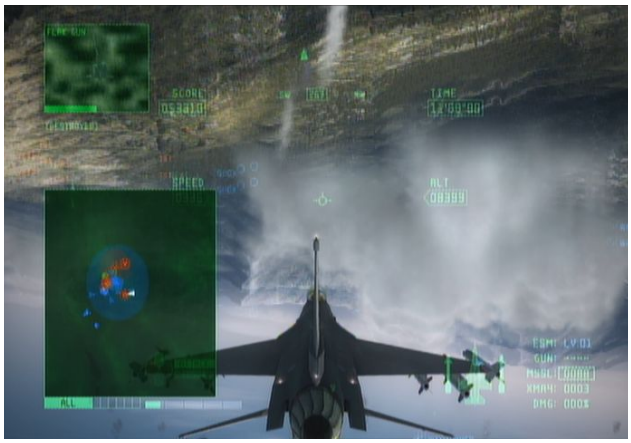
Enemy ESM will be active around the mountain as well so make sure to drop some bombs on them to make life a bit easier. After getting rid of all primary enemy aircraft, the operation completes.

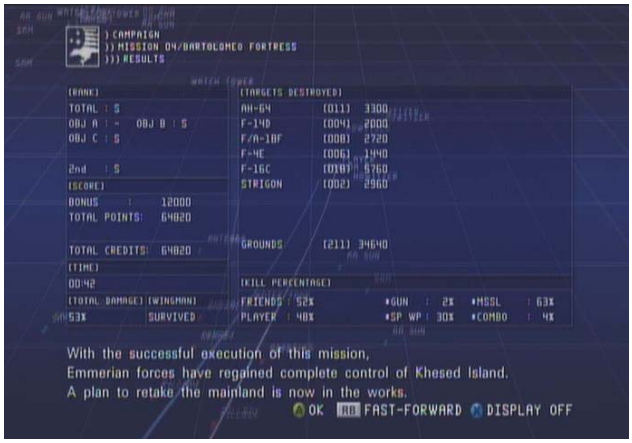
MISSION UPDATE:





Once the mission update activates, the remaining enemy forces will be concentrated in the last portion of the mountains. Also, two of the Strigon Team members will appear as well. They will rather hard to hit with your current plane but with patience and ESM, you may be able to shoot them down. Otherwise, order your allied units and wingman to attack them while you do your bombing runs.





Destroy all targets and the mission completes. Your rank and total points will depend on how efficient you are in destroying enemy targets and sometimes, how quickly as well.

Rewards:
Mirage 2000-S
A-10A Thunderbolt II

Mission 05

Anea Landing

-Echoes of Battle-

Time Limit: 40:00:00 **Area**: Kijera Oil Fields
Quota: 2/3
OP Leader: **A:** Warlock **B:** Quox **C:** Marigold
Mission Type: Anti-Ground Multi Anti-Ground

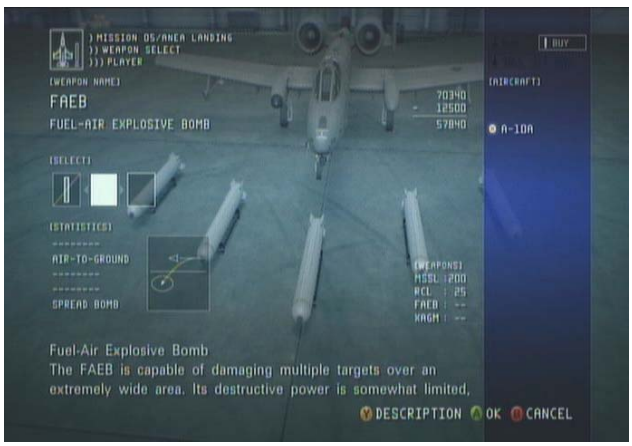
Main Objective: Eliminate all threats to the allied ground force and oversee the success of the landing operations.

Starting Points:

1. Landing Unit Support (Air-to-Ground)
2. City/Airfield Recapture (Air-to-Air/Ground)
3. Anti-Ship Assault (Air-to-Ground)

The two new planes you have unlocked are both good for ground based attacks, which makes up at least 70% of the mission. If you plan to assist in Operation A and C, the best plane to get is the A-10A with FAEB. The FAEB is the most destructive bomb/ground weapon in terms of damage and blast radius. You can take out a lot of units in a single explosion.









For anything else, settle with the more agile Mirage with LASM.

OPERATION A: WARLOCK

Objective: Assist the Warlock Separate Battalion's Landing





As usual, Warlock battalion is in the frontlines, meeting up heavy resistance. Aside from the pillboxes and enemy tank formations in the beach, there are also some seaforts by the beach. These are basically gun towers in the water. Destroy them first since your allies need to get past them before reaching the beach.

You can drop your FAEBs in the middle of the enemy groups for extensive damage. Note that the pillboxes may require a second hit to be destroyed completely. On the other hand, the Mirage's LASM can lock-on to a ground unit and it has a small blast radius, destroying/damaging anything within range. Though designed to be a ship killer, the LASM can also be used against ground armor and fortifications.

Just sweep the enemy ground units and some aerial targets as well. The operation completes after all primary targets are destroyed.

OPERATION B: QUOX

Objective: Assist the Quox Armored Battalion in capturing the gulf city; Assist in the capture of a helicopter landing area where possible.

The primary targets in this operation are pretty much spread out so precision weapons is a great help. Be careful since enemy units blend in the desert background, making them hard to locate visually. Get rid of the targets and AA defenses.

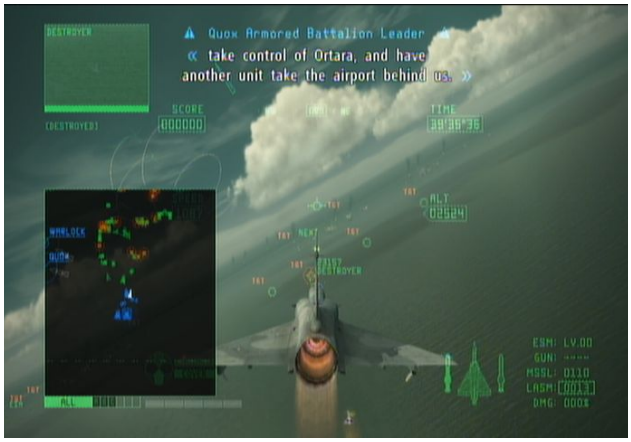
After a short while, the allied helicopter unit lead by Yellow Jacket will appear. You need to clear a path for them to be able to capture the airfield. Successfully capturing the airfield will allow you to perform frontline landings when needed.

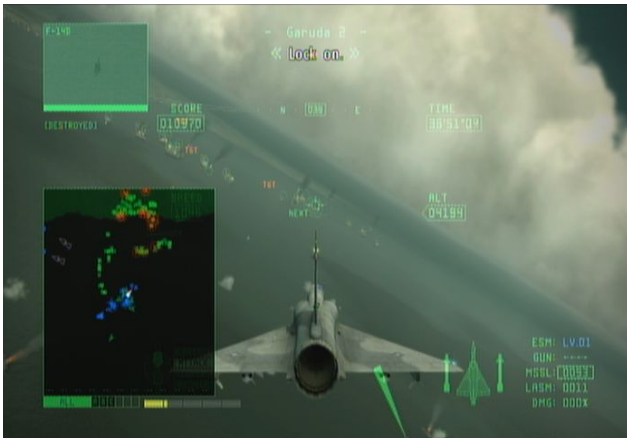




OPERATION C: MARIGOLD

Objective: Assist the allied flagship Marigold in securing naval supremacy.





This operation will pit you against the Estovakian fleet. There are also howitzers on the platforms, though you don't necessarily need to destroy the platforms themselves. The LASMs can kill any ship in one hit. In case you are using any other plane, target the ship's main body. Two missiles are enough to sink them, destroying its other parts such as AA and SAM emplacements.

As you approach the shore, Tornadoes will appear and attack the fleet from the rear. You can go back and engage them or destroy the long range artillery on shore.

Destroy all primary targets to complete the operation.

MISSION UPDATE:

Enemy reinforcements will appear and will be heading towards the positions you have already conquered. It will be composed of heavy bombers, attackers, tanks, etc. Sweep the remaining enemy forces. Don't hesitate to request allied support when needed. If you have captured the airfield, use it if you need repairs, etc. Otherwise, you'll find the return line in the middle of the map.

After all primary targets have been destroyed, the mission completes.

Rewards:
Tornado GR.4

Mission 06

Siege on Silvat

-Angels Above-

Time Limit: 40:00:00 **Area**: Rawllino
Quota: 3/6
OP Leader: **A**: Grizzly **B**: Barracuda **C**: Dragon Busters
Mission Type: Anti-Ground Anti-Ground Anti-Ground

D: Stingray **E**: Gavial **F**: Sherpa
Multi Anti-Ground Anti-Air

Main Objective: Rescue allied forces trapped within the city.

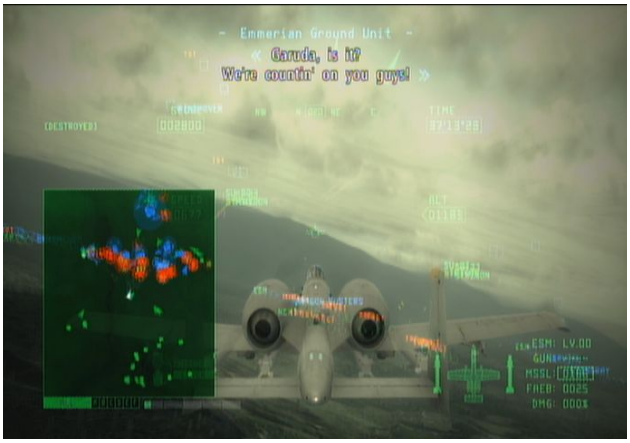
Starting Points:

1. Isolated Unit Support (Air-to-Ground)/ Tank Battalion Assault (Air-to-Ground)
2. Long Range Artillery Unit Assault (Air-to-Ground)/ Airfield Defense (Air-to-Air/Ground)
3. Armored Train Assault (Air-to-Ground)/ Substation Defense (Air-to-Air)

This is mainly a ground battle so bringing in the A-10A with FAEB can quickly eliminate ground forces quicker. The Tornado GR.4 doesn't really have that much advantage on this mission. The Mirage is okay but you'll need something that has more firepower to complete each operation as quickly as possible. XAGMs are good for precision but with the number of targets in the battlefield, you will need something that packs more punch.

For your wingman, equip him with AA SP weapons and plane so that he can protect you from enemy planes. A couple of Strigon members will engage you in this battle as well.





OPERATION A: GRIZZLY

Objective: Rescue the Grizzly Tank Battalion cut off amidst enemy forces



The Grizzly battalion is located in the westernmost portion of the defensive line. They are cut off from the main group and in danger of being surrounded. If you want to start off with this operation, you'll need to take starting position #1.

You'll need to eliminate all enemy tanks and A-10s harassing the group. There is also a small range allied ESM in the area. Operation completes once all primary targets are destroyed.

OPERATION B: BARRACUDA

Objective: Rescue the Barracuda Armored Battalion from the enemy tank battalion assault.



The second group just beside Grizzly is barracuda. Enemy tanks are harassing them and they have radar vehicles provides ESM as well. Get rid of the radar van if you locate it first. Otherwise, continue eliminating the targets.

The enemies here are tightly packed so a bomb drop in the middle should suffice on destroying them all.

As usual, destroy all primary targets to complete the operation.

OPERATION C: DRAGON BUSTERS

Objective: Rescue Dragon Busters ground force from long-range enemy bombardment.





Dragon Busters are being bombarded by long range artillery. You can easily locate them behind the main battle tanks. Prioritize destroying those howitzers first, then the tanks and finally, the F/A-18s. You will also be within the “landing corridor” of a friendly airfield. I suggest clearing all enemies first before attempting to land.

Destroy the targets as quickly as you can to reduce further damage/loss to your allied units.

OPERATION D: STINGRAY

Objective: Assist the Stingray air unit in defending the airfield. The airfield may be used for frontline resupply as long as it remains out of enemy hands.



The enemy targets harassing the airfield would be tanks and attack helicopters. The choppers can be taken down by one missile hit or a few machine gun rounds. Make sure to complete this operation for the first time since the airfield is a very valuable asset in any battle.

The operation completes once targets are eliminated.

OPERATION E: GAVIAL

Objective: Assist the Gavial Tank Battalion pinned down by enemy Guntrain fire.

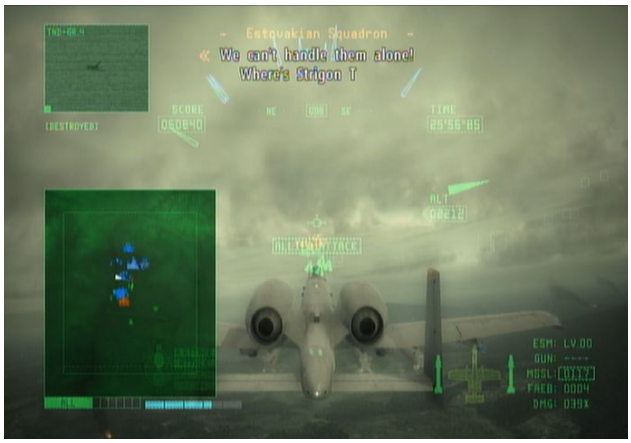


The main targets here are the Gun trains. There are a couple of them with concentrated AA defenses. If will be nice to drop bombs at the center, follow up with missiles and machine gun fire. The Guntrains are really tough and they can cause havoc if left unattended, especially to allied ground units.

After destroying the guntrains, operation completes.

OPERATION F: SHERPA

Objective: Defend the Sherpa Signal Battalion and protect the substations.



This operation is primarily an anti-air battle. If you brought the A-10, you will have a hard time keeping up with enemy fighters. Not to mention that Strigon team may join the fray.

You just need to get rid of enemy fighters. Since there is a strong allied ESM in the area, you may take advantage of it.

MISSION UPDATE:



Once you completed the required number of operations, you will receive a mission update. All surviving enemy forces from the unfinished operations will start falling back to their last stronghold to the south.

The main targets will be the Estovakian facilities to the south. If you want some additional scores, you can destroy the optional targets first before the primary ones. You can also use the airfield if you need supplies and repairs. Eliminate all targets and the mission completes.

Rewards:
F/A-18F Super Hornet
F-2A
F-14D Super Tomcat

Mission 07

Selumna Peak

-Shimmering Death-

Time Limit: 45:00:00 **Area**: Peak of Selumna
Quota: 3/4
OP Leader: **A:** Warlock **B:** Avalanche **C:** Snake Pit **D**: Quox
Mission Type: Anti-Air Anti-Air Anti-Air Anti-Air

Main Objective: Secure air superiority over the area and assist the allied advance.

Starting Points:
1. Fighter Intercept (Air-to-Air)
2. Supersonic Bomber Intercept (Air-to-Air)/ Jammer Aircraft Intercept (Air-to-Air)
3. Electronic Support Aircraft Defense (Air-to-Air)

Here you can select any of the new planes. But if you'll base it from the stats, you can settle with the F-14D SuperTomcat. The XLAAs are really helpful for intercepting enemies from great distances.





At the start of the mission, you will need to undergo mid-air refueling. It is quite easy. Just don't stray from your current direction and slowly approach the tanker. Don't accelerate too hard or you'll miss the mark.





OPERATION A: WARLOCK

Objective: Defend the Warlock Separate Battalion from enemy attack aircraft.



Enemy attack aircraft will be consisting of A-10s and F-15Es. Enemy escorts will be there as well. Get rid of the primary target aircrafts to complete the mission.

The A-10s will be coming in from the east so you can just encircle them for easy kills using your SP weapon (preferably XLAA)

Destroy all of them to complete the operation.

OPERATION B: AVALANCHE

Objective: Assist Avalanche in sweeping enemy jamming facilities.



The jamming facilities are not exactly stationary buildings but rather jamming aircraft. In the center of each jamming signal is a jamming aircraft. You may need to rely on visual confirmation to locate the jamming plane.

Fortunately, flying inside a disruption web doesn't disable the missile's targeting capability; though you can't see anything within the affected area.

Shoot down all jammers and the skies will be clear.

OPERATION C: SNAKE PIT

Objective: Defend the Electronic Support Plane, Snake Pit





You can destroy enemy fighters at a long distance if you release your XLAAs in time. And also, since ESM is active, you can have an easier time to destroy all interceptors.

OPERATION D: QUOX

Objective: Defend the Quox Armored Battalion from the enemy high-sped bombers



Fortunately, the bombers sent to Quox's position travel alone, and sometimes, with escorts.

Make sure you take them down before they reach Quox. Approach them from the side then behind.

There should be enough distance to reach them first before they reach Quox.

MISSION UPDATE:





Nimbus attacks will initiate, with the help of 12 enemy UAVs (Unmanned Aerial Vehicles). You'll need to destroy all the drones so that your allies can evacuate safely.

UAVs are hard to hit by themselves. They are most vulnerable when directing Nimbus attacks. You will now this since they slow down and halt during the explosion. Make sure you get are within firing range since they tend to move supernaturally fast.

Avoid also flying through a large cloud of Nimbus missiles. You can see where the explosion is supposed to take place by looking at the orange dots at the radar. Apparently, there is a drone in and near the blast radius so you can easily locate them there as well. The explosion can take out several units within the blast radius. And can cause considerable damage if you are caught in the midst of the explosion. Just fly through the explosions and after destroying all UAVs, the mission completes.

Mission 08

San Loma Assault

-Under a sky of fire-

Time Limit:	40:00:00		**Area**: San Loma
Quota:	2/3		
OP Leader:	**A:** Warlock	**B:** Hammerhead	**C:** Marigold
Mission Type:	Anti-Ground	Multi	Anti-Ground

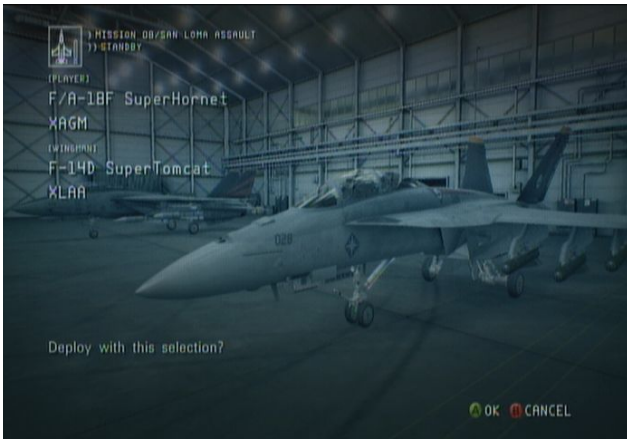
Main Objective: Recapture San Loma

Starting Points:

1. Ground Unit Support (Air-to-Ground)
2. Bomber Defense (Air-to-Air/Ground)
3. Anti-Ship Assault (Air-to-Ground)

Again, the majority of targets here are ground based. You can use XAGMs for this mission. These are reliable, multi-lock air-to-ground missiles. LASMs can be used here as well. For your wingman, you can equip him with anti-air weapons if you'll have him cover you the whole mission. Otherwise, equip him with anti-ground weapons if you want him to help with the offensive.





OPERATION A: WARLOCK

Objective: Assist the Warlock Separate Battalion in their advance in the city



You will face a majority of ground targets in this operation. Get rid of any ground unit you may encounter. Enemy attack helicopters and some aircraft may intercede as well. Continue destroying everything as your allied ground battalion pushes forward.

If you spot some howitzers, prioritize on getting rid of them since they can strike for great distances.

Once all targets are destroyed, mission completes.

OPERATION B: WARLOCK

Objective: Assist the bomber squadron Hammerhead in their advance on the city.



You will need to clear the path of the bomber squadron. Destroy any AA defenses shown in your HUD and take out some enemy fighters as well.

During the near-end of the operation, heavy hovercraft units will appear to the east. Make sure you destroy them all before they unload their packages.

After clearing all targets, operation completes.

OPERATION C: MARIGOLD

Objective: Assist the allied flagship Marigold in securing naval supremacy.



In this operation, you will need to sink several enemy ships. One LASM should be enough for each ship but if you don't have it, just aim for the main body of the ship (not the gun emplacements) and release two missiles.

There will be anti-ship fighters harassing the allied fleet as well. Get rid of them and all other remaining targets to complete the operation.

MISSION UPDATE:



After meeting the quota, you will receive a mission update. All remaining Estovakian units will be congesting in the port. There is also a small airfield just ahead of the Emmerian fleet. You can destroy enemy fighters while they are still on the runway for easy kills. There will be Estovakian ships by the docks so destroy them as well.

Also, during the second operation, enemy UAVs will appear again, guiding Nimbus cruise missiles in the airspace. You can shoot them down if you want though you should consider assisting your allies as a priority.

Rewards:
SU-33 Flanker

Mission 09

Heavy Command Cruiser

-The Dead Sea-

Time Limit: 50:00:00
Quota: NONE
OP Leader: NONE
Mission Type: Anti-Air

Area: Glava Island

Main Objective: Destroy the Aigaion (TGT)
Destroy the Gyges (TGT)
Destroy the Kottos (TGT)
Destroy all Strigon Team aircraft

Starting Points: Heavy Command Cruiser Assault (Air-to-Air)

In this mission, it will be wise to buy the SU-33 you have unlocked from the previous mission. This is the actual plane used by the Strigon team so you should be able to confront them equally.





As you start the mission, continue approaching the target at your present course. After a brief scene, you should be near the main target itself. Six tankers will be in front of the Aigaion. If you have XMA4 instead of QAAMs, you should be able to destroy them as you approach the targets.

There are three main targets. The other two aerial battleships are the ones providing ESM. You should take care of them quickly. If you are planning to engage Strigon first, I suggest luring them away from ESM and engage them there.





The smaller ships can be destroyed by stripping of its defenses, then shooting down all engines. For hard mode above, you may need to destroy their cockpits as well. Repeat the process to the other ships. Don't hesitate to order your allies to cover you if enemy fire is disrupting you of your attack runs.

Once the ESM ships are down, concentrate your attacks to the other two ships, the Kottos and the Gyges. Once all of them are down, start attacking the Aigaion.



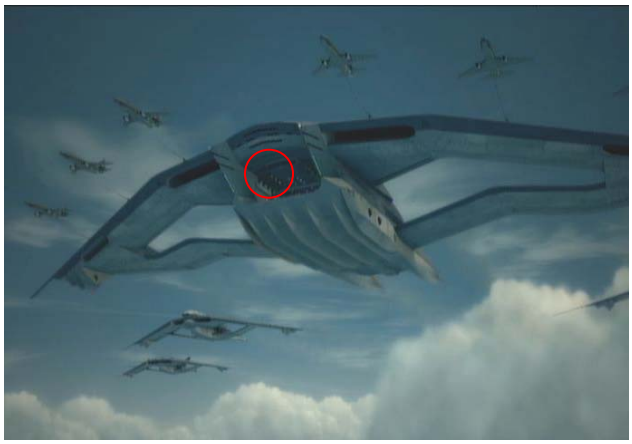


Continue destroying the Aigaion's weapons and engines. After that, it will start deploying Nimbus cruise missiles around it. Be careful not to get hit by the explosion. The Aigaion's cockpit will appear as the target. You won't be able to hit it from behind so you'll need to maneuver your plane in front of it. You can use the arrowhead approach. Destroy it to complete the mission.

In hard mode above, after destroying the cockpit, you'll still need to destroy the Aigaion's core. (Second image) It is situated deep inside Aigaion's core. You can do it in two ways:

First, destroy the AA guns at the landing pad of Aigaion. Then, slowly maneuver your plane INSIDE while firing your machine gun. Missiles are good but the smoke from the launch can block your visibility.

The second way is to get in front of Aigaion, approach it with in a slightly lower altitude and angle. Your missiles should get inside its "mouth" to destroy the core inside. This may take several tries, not to mention you still need to worry about the cruise missiles.





Rewards:
F-15E Strike Eagle
Rafale M

Mission 10

Ragno Fortress

-Into the Pass-

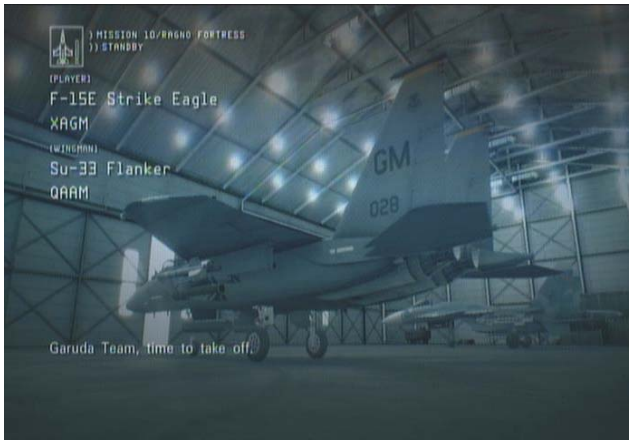
Time Limit: 40:00:00 **Area**: Grageo Canyon
Quota: 2/3
OP Leader: **A**: Warlock **B**: Windhover **C**: Yellow Jacket
Mission Type: Multi Multi Anti-ground

Main Objective: Capture Ragno Fortress

Starting Points:
1. Central Assault Unit Support (Air-to-Air/Ground)
2. Tunnel Assault (Air-to-Ground)
3. Substation Assault (Air-to-Air/Ground)

You can buy either the F-15E or the Rafale. Both are good planes for this mission. I choose the F-15E for its XAGMs. I prefer fire-and-forget weapons for faster and precise attack runs. Choose whatever ground weapon you prefer.





OPERATION A: WARLOCK

Objective: Assist the Warlock Separate Battalion advance on the enemy fortress.





As usual, Warlock battalion takes the hardest route and that is the frontlines. Clear out enemy tanks, howitzers, attack helicopters etc. Once the battalion gets halfway to the fortress, enemy harriers will appear. These are slow but pretty maneuverable planes so make sure you destroy them all.

OPERATION B: WINDHOVER

Objective: Assist the Windhover air unit in disabling enemy substations and water transportation routes.





This operation is fairly easy since you just need to clear a few targets along the southern canyon. Destroy enemy facilities and low flying aircraft. Make your way past the dam and destroy the power stations just behind the fortress.

OPERATION C: YELLOW JACKET

Objective: Assist the Yellow Jacket chopper unit in destroying enemy military tunnels.





To reach the tunnels, you'll need to destroy the barricades first. It should take at least once missile to clear the path. Once clear, comes the tricky part. Fly INSIDE the tunnel. Planes with good stability should have not problems flying at tight spaces. Make sure to fly slowly, preferably at runway landing speed so that you won't miss any targets. You wouldn't want to repeat the process again for a single target missed.

There will be three tunnels that needed to be cleared and fortunately, there are no hostile fire to be received while flying inside the tunnels.

MISSION UPDATE:

Once any of the two operations are completed, you will get a mission update. Now, you'll need to attack the fortress itself. There will be two sets of primary targets. Start clearing the fortress in any means possible. The return line is closer now so don't hesitate to use it if you need to reload or repair.





After destroying all targets, the mission will be complete.

Rewards:
F-117A Nighthawk

Mission 11

The Moloch Desert

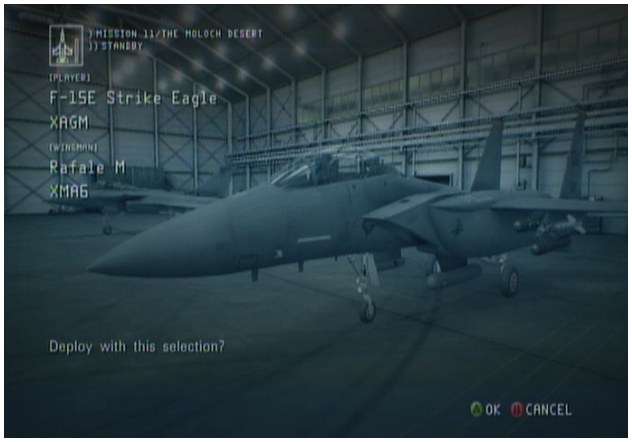
-Hollow Victory-

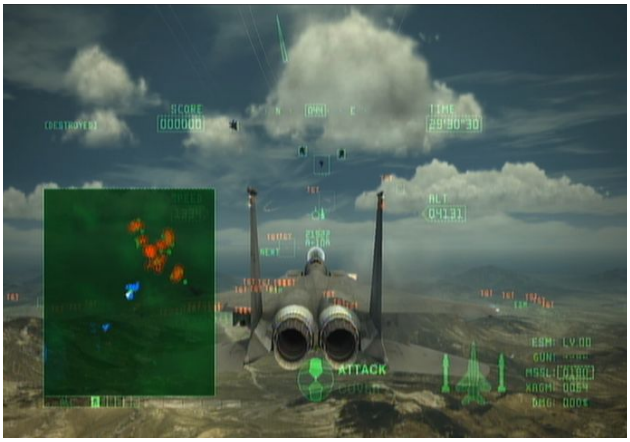
Time Limit:	30:00:00		**Area**: Moloch Desert	
Quota:	2/4			
OP Leader:	**A**: Warlock	**B**: Quox	**C**: Hammerhead	**D**: Snake Pit
Mission Type:	Anti-Ground	Multi	Multi	Anti-Air

Main Objective: Eliminate the enemy ground force

Starting Points:
1. Tank Battalion Support (Air-to-Ground)
2. Airfield Recapture (Air-to-Air/Ground)
3. Bomber Defense/ Command Assault (Air-to-Air/Ground)
   Electronic Support Aircraft Defense (Air-to-Air)

If you plan to participate in all the air to ground attacks, the F-117 is the best plane for this mission. But if you want to take part in air defense, stick with either the Rafale or the F-15E. Not to mention that you will need to face the Strigon team again before the mission ends.





OPERATION A: WARLOCK

Objective: Assist the Warlock Separate Battalion in breaking through the enemy defense line



As expected, if you are assisting Warlock, expect a lot of heavy resistance. Aside from heavy tanks, artilleries and AA weapons, there will be also enemy aircraft that will attack your ground units.

You'll need to work fast for Warlock to successfully penetrate the heavily defended line. After dropping bombs or releasing A-G SP weapons, switch to your missiles immediately and destroy the nearest target you can acquire. Do this to save time and maximize your attack runs. LLAC units will appear also to outflank Warlock so locate them and get rid of them.

OPERATION B: QUOX

Objective: Assist the Quox Armored Battalion in capturing the field runway.





The airfield has only light defenses but they employ heavy attack aircraft. These planes can be considered as tank killers and can easily decimate your allied ground unit if left alone. Destroy them all, including the ones attempting to take off. After clearing the airfield, you can now use it for frontline resupply.

OPERATION C: HAMMERHEAD

Objective: Assist the bomber squadron Hammerhead in destroying the enemy field command.





Enemy fighters will start engaging the defenseless bombers. There will be escort planes but they will be shot down without your help. After destroying the enemy flies, you'll need to destroy some of the ground defenses like flak guns, SAMs and AA guns. Clear the path and protect the bombers from enemy fighters and the operation should succeed.

OPERATION D: SNAKE PIT

Objective: Defend the electronic support plane, Snake Pit





This operation is purely air-to-air engagement. Since you have ESM, you will have advantage in this battle. Destroy some secondary targets to ease up the pressure and get some extra scores as well. After destroying all the primary planes, mission completes.

MISSION UPDATE:

As Strigon appears, Ghost Eye will order all units to halt the attack and evacuate the mission area. As part of the story though, you will need to stay and defeat all of the Strigon members. There is no return line here so hopefully, you still have a load of missiles and ammo to defeat all of them. Shamrock will still be fighting with you though.

After destroying all of the Strigon fighters, the mission completes.

Rewards:
NONE

Mission 12

Weapons of Mass Destruction

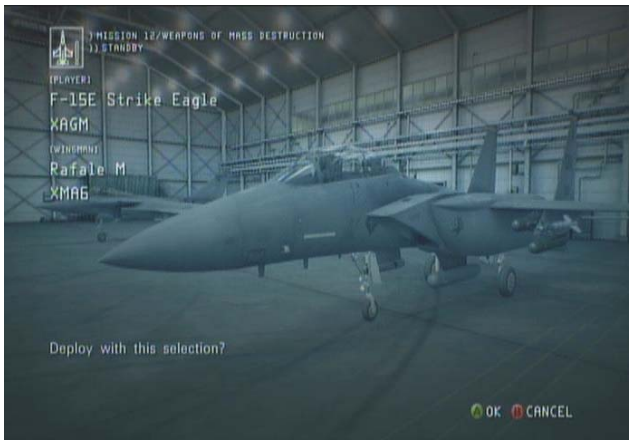
-Boiling Point-

Time Limit: 20:00:00
Quota: NONE
OP Leader: **NONE**
Mission Type: Multi

Area: Fort Norton

Main Objective: Destroy the enemy before being reported.

Starting Points: WMD Suppression (Air-to-Air/Ground)





This mission requires you to fly through the canyon under 2000 ft. Just wind your way through the canyon and approach each target slowly. If you have the XAGMs for the F-15E, it's a great choice here. Otherwise you can other multiroles that you prefer. Though it may seem like an air to ground mission at first, note that you will still need to fight enemy fighters later on so avoid bringing in attackers.

Approach the first group of targets. Once you spot them, destroy them all without passing over them. That will save you precious seconds circling back for the kill. Gently activate the airbrake after firing a missile on each target (if you start the mission equipped with an anti-air SP weapon for the heavy dogfight later) or just blow them away with your anti-ground SP weapon.





Continue destroying targets as you move along the canyon. Once you reach the final group, the radar ceiling will be useless so you can fly freely without altitude restriction. Destroy all primary targets to complete the first half of the game.





You'll need to head west, as indicated in your objective. Along the way, enemy patrols will chase you and in the near western end of the map, a whole enemy battalion will appear. You'll need to survive for a few minutes, either dodging the hell out of missiles or enduring the constant missile warning beeping. You can also fight back, and its still possible to shoot down enemy fighters with all those missiles firing behind you.

Allied fighters will appear after surviving a few minutes of mad flying and your AS gauge will be maxed. One allied attack or cover is enough to turn the tide of the battle, with the enemy fighters dropping like flies.

After the last enemy fighter falls, the mission completes.

Rewards:
Typhoon

Mission 13

The Liberation of Gracemeria

-Wings Triumphant-

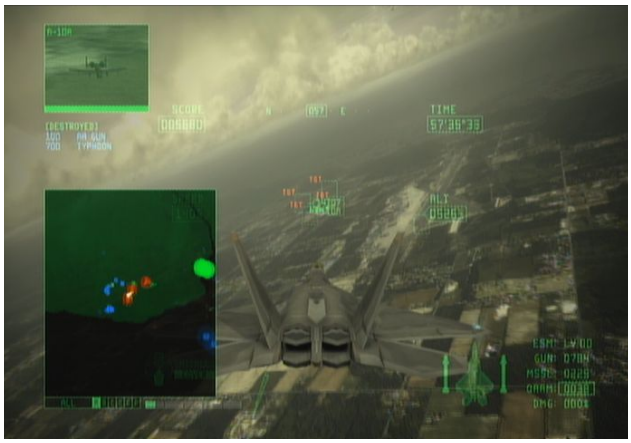
Time Limit:	60:00:00	**Area**: Gracemeria	
Quota:	4/6		
OP Leader:	**A**: Steel Gunners	**B**: Dragon Busters	**C**: Warlock
Mission Type:	Multi	Anti-Ground	Anti-Ground
	D: Marigold	**E**: Windhover	**F**: Avalanche
	Anti-Ground	Air-to-Air	Air-to-Air

Main Objective: Recapture the capital city of Gracemeria

Starting Points:
1. Airfield Recapture (Air-to-Air/Ground)/ Jammer Aircraft Intercept
2. Capitol Recapture (Air-to-Ground)/ Radio Station Recapture(Air-to-Ground)
3. Anti-Ship Assault (Air-to-Ground)/ Electronic Support Aircraft Intercept

The Rafale M is a good plane for this mission, with its flexible weapon load-out and its great agility for dogfighting. Unless you wanted to start the Anti-Air operations, equip the LASM and complete the ground based operations first since they are easier to clear. Consider completing Operation A first so that you can have the airfield for frontline landing operations when needed.

OPERATION A: STEEL GUNNERS
Objective: Assist the Steel Gunners ground force in recapturing the airfield.



One of the easiest operations in the mission, you'll just need to clear out enemy tanks, AA defenses and attackers. New targets will appear as the Steel Gunners move forward and your job is to keep the map clear of red dots.

Successfully clearing this operation will give you the airstrip to use for the entire mission. Feel free to use when needed.

OPERATION B: DRAGON BUSTERS

Objective: Assist the Dragon Busters ground force in securing the capitol building.



Similar to operation A, your job for this operation is to clear enemy positions in and around the city buildings. Enemy aircraft may appear as well so destroy them all as the Dragon Busters advance towards the Capitol.

When they reach the capitol, enemy forces will suddenly appear for an ambush. Destroy all targets, though, you'll need a clean shot to some of them because they are conveniently positioned between buildings. Having good A-G weapons here such as the LASM or XAGM can dispose of enemy forces efficiently.

OPERATION C: WARLOCK

Objective: Assist the Warlock Separate Battalion in securing the radio station.



Operation C is just beside Operation B so you may trigger it while doing the other mission or vice versa. Same thing, eliminate ground targets, as well as any enemy aircraft that appears.

Nothing else special to note about this mission since its pretty straightforward anyway.

OPERATION D: MARIGOLD

Objective: Assist the allied flagship Marigold in securing naval supremacy.



You will need to destroy enemy ships here. LASMs are perfect for this operation since they can take out enemy ships with one hit.

Continue destroying the Estovakian fleet. Their flagship is the carrier located at the bay. It will be nice to see it destroyed by machine gun fire.

Overall, this mission is straightforward so you can finish this rather quickly

OPERATION E: WINDHOVER

Objective: Assist the Windhover air unit in destroying enemy Electronic Support Planes



This operation is basically overlapping with operation F so you may activate both operations when you are only trying to clear one.

In any case, enemy planes maybe big but they can still evade missiles whenever they can so you may rely on your machine gun to destroy them without bothering to get into firing position.

One of the enemy E-767 is located high, above any aircraft's operational ceiling. If you try to reach it, your plane may stall. The best bet is to harass it with AA SP weapons until it either gets destroyed or forced to lower its altitude.

OPERATION F: AVALANCHE

Objective: Assist the Avalanche air unit in destroying enemy jamming facilities.



Enemy jammers on the other hand, are located on rather low altitudes so you won't have any trouble locating them. Just approach the center of each ECM field and you should spot the jammers. Enemy escorts may appear as primary targets as well.

Destroy all of them to clear the airwaves of enemy jamming and complete the mission.

Completing operation E and F will employ the Windhover and Avalanche teams' assistance.

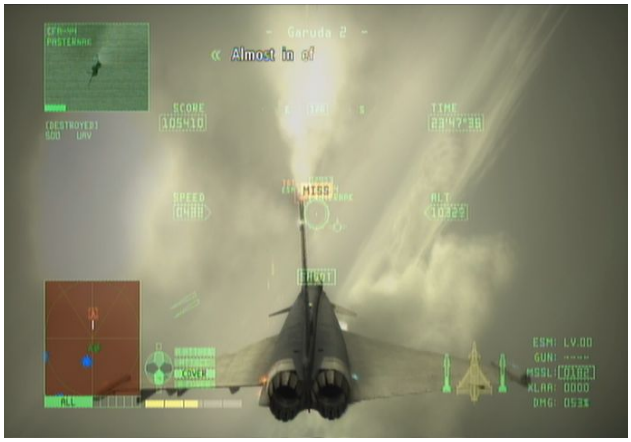
MISSION UPDATE:

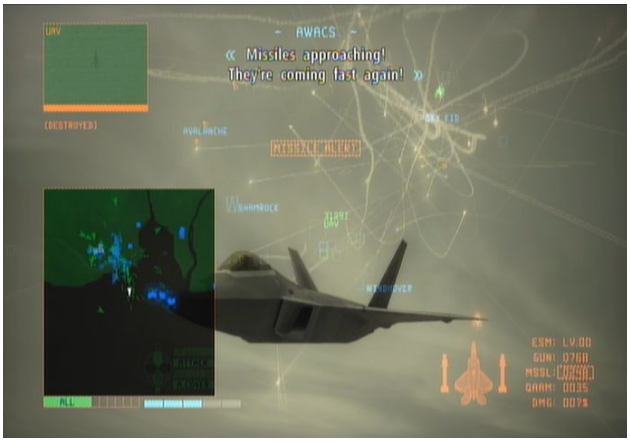




Before finishing the last operation, try using the airfield or return line if you need re-arming or repairs. After meeting the quota, the second part of the mission starts. A hell lot of enemy drones will flood the map and yet you still need to destroy the enemy ace, Ilya Pasternak and his CFA-44 Nosferatu.

To make matters worse, the Nosferatu is stealthed, abnormally agile and fast, and provides ESM to the drones. And the drones are not there for display. They shoot back and they are hard to take down. Oh, I forgot to mention that the Nosferatu have very good armor so it will take several missile hits to destroy it. Ready?





First, as much as possible, ignore the drones. Even if you try to destroy them, they will just fly by you like crazy flies. Keep an eye on your radar since if Pasternak tends to fly by you or attack you with his ADMMs. As much as possible, stay with your naval fleet's ESM field. This will prove useful on raising your chances of hitting the enemy ace.

Once you get a good lock-on, don't hesitate to fire your SP weapons and missiles consecutively. Its like releasing all SP weapons one by one then switch to your missiles and fire them. Yet, with those volley of trailing explosives, Pasternak can evade it with break neck maneuvers that you wouldn't thought possible with an aircraft.

For some odd reason, he will occasionally fly in front of you and just basically stay there. I am not sure if this is a bug in the game but he's just there swallowing my missiles and machine gun fire. Very cheap way for my first win but I can't help but to grab the opportunity.

On my second try, I was able to bring him down after some crazy flying and attempts to track him down. Whenever he is within machine gun range, attempt to land some hits. Machine gun rounds can eat up his armor easily making it easier for him to be shot down with missiles. Be flexible. You may need to utilize all your weapons in this battle.

After destroying him, the mission is now completed.

Rewards:
F-22 Raptor
SU-47 Berkut

Mission 14

Gracemeria Patrol

-City Lights-

Time Limit: 60:00:00
Quota: NONE
OP Leader: **NONE**
Mission Type: Anti-Air

Area: Gracemeria

Main Objective: Protect the city from enemy cruise missiles.

Starting Points: Capitol Patrol (Air-to-Air)

At the start of this mission, you may buy either the F-22 or the SU-47. Both are great planes with almost the same stats. Buy them both if you want to. For this mission, equip the XMA6 for the Raptor and/or SAAM/QAAM for the Berkut.





After take off, just follow the waypoints indicated on the screen. Just enjoy the peaceful and quiet flybys while looking at the fireworks. After the last leg of the patrol, an unknown target appears.

The crazy Estovakians have released a cruise missile that can separate into multiple warheads. And you'll need to destroy them. This job is easier by using the Raptor's XMA6. Better yet, try to release those SP weapons if you're at the front or back of the warheads so that they will hit the targets for sure.





To make matters worse, enemy fighters will join the already critical situation. Get rid of them whenever you can, or order your allies to attack them to blast them off your sky. Concentrate on the cruise missiles.

The good thing is that these cruise missiles tend to stick together as groups so you can just shoot them all down once you get in range. If you are after the Gold Marksman medal, this is the stage where you can add up some easy machine gun kills.

There will be a total of 9 waves of cruise missiles; the last wave of three will appear on all directions. Destroy all of them as quickly as possible to complete the mission.

Rewards:
None

Mission 15

Chandelier

-To all things-

Time Limit: 50:00:00
Quota: NONE
OP Leader: **NONE**
Mission Type: Multi

Area: Sonne Island

Main Objective: Destroy the Chandelier

Starting Points: Doomsday Weapon Assault (Air-to-Air/Ground)

So this is the final mission. Bring your best plane. I suggest bringing in some anti-ground weapons for you and leave the AA SP weapons to your wingman. You are not the only ones included in this mission; you will have the assistance of your trusty and very reliable allied squadrons.

At the start of the mission, maintain your current heading and listen to the conversation. Apparently, Melissa, the mother from the cutscenes will contact your team. After that, the plans for the Chandelier will be delivered, identifying the targets. There are a lot of them, not to mention that the last members of the Strigon team will be defending the airspace as well.





Once you get the mission update, the primary targets will be the shieldings and the cooling units. Beware of the early missile alert after you get the update. The bastards (Strigon) may have released XMA4s or XLAAs at you. Just dive down a little and you should be safe from the missiles.





Once you have the Chandelier in view, don't be surprised to find multiple AA defenses and enemy ships around the area. I suggest taking out the AA defenses on your first attack run first, like cruisers and destroyers. At this point of the game, you should already know how to sink them with just two missiles.

Start flying to the sides of the chandelier first; fly low enough to avoid incoming missiles. Get rid of any targets you may find including small but nasty missile boats. Enemy fighters may trail you but they won't be able to shoot you down at that low altitude. Certain enemy ships provide ESM too so it will be a good idea to destroy them when you have the chance.





After that's taken care off, you may now start clearing the targets. One strategy you should do to save time is use the missiles to destroy the AA guns and SAM defending your intended target (example: Shielding) while firing your machine gun at the shieldings. There are 3 layers of them and missiles tend to block your site with smoke trails so machine gun rounds are best used here. Remember to slow down while firing.

Continue this routine until your AS gauge is slowly filled. If enemy fire is harassing you too much that you cannot concentrate on taking down targets, don't hesitate to call for allied cover. Even the Strigon team doesn't stand a chance with your coordinated attack.

After the last primary target is destroyed, you will get yet another cutscene and mission update.





This time, you will need to fly into loading rails to destroy the backup cooling unit inside. Before you even go inside, destroy those guntowers first. They can chew your aircraft faster than toast. After clearing the path, slowly position your plane to narrow corridor. Be careful also since there are positioned AA guns on the ceiling of this tunnel. Once you get the clean lock-on, fire your missiles then fly through the opening in the ceiling.









As you can see with the sequential shots above, this is your last objective. Fly inside the turret itself and destroy the core from within. Its not hard, its just that the path gets narrower and narrower as you get deeper inside. Once you get a lock-on, fire your missiles and STAY in your path. After destroying the core, the game will automatically let you escape the crumbling megaweapon in a cinematic ending.

Watch the ending and relax. You have just finished one of the most adrenaline pumping games out there. ☺

Congratulations.

Aircraft List

Before going out on a mission, bringing in the right plane makes a lot difference. For the first time you play the game, you will need to stick with your trusty F-16C for the first few missions. The game features a small number of planes but all of them are capable. You will still need to use newer planes to keep up with later missions.

If you wanted to participate in anti-air operations, bringing a plane with high speed, air-to-air rating, mobility and good AA weapons is a must. If the mission requires heavy bombing and anti-ground engagements, planes with good anti-ground rating, defense and stability is essential. You wouldn't like to be flying in an A-10A or F-117 when facing the whole Strigon Team or their flying fortress. (You can still do this though, if you are looking for a challenge)

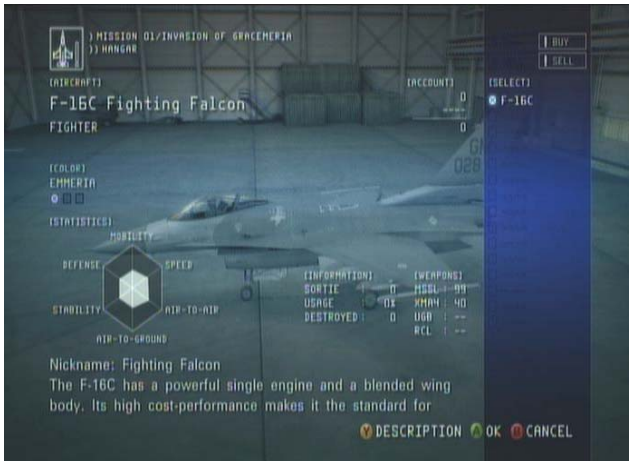
The game features 14 modern + 1 fictional aircraft. They are grouped into three classes. Estovakian paint schemes will be unlocked after completing the game once, and the Estovakian SP (special) paint schemes will be available by shooting an enemy ace in Expert mode or above. This section will include a gist of the name of the ace and its location. For detailed instructions and map screenshots, refer to the **Assault Records** section later on.

Attackers
These are usually the slowest and stiff planes you will come across with. However, their superb stability, defense and firepower make it up for the shortcomings

Fighters
These aircraft is optimized for air-to-air combat, though some of them can be modified for ground engagements as well. They have excellent mobility and speed which were the deciding factor in dogfights.

Multiroles
Multirole planes are capable of engaging both ground and air targets, making them the most flexible planes for any force. They have balanced stats and weapon load outs, which pilots can change during a mission, whenever the situation arises.

Finishing the game using only a single plane type will unlock their corresponding medals. More details about this will be covered in a separate dedicated section.





F-16 “Fighting Falcon”



Default (Paint Scheme)

[Fighter]
MSSL: 99
[SP WPN]
XMA4 – 40
UGB - 30
RCL - 20



Game Desc: The F-16C has a powerful single engine and a blended wing body. Its high cost-performance makes it a standard for lightweight fighters. The smaller size of this aircraft makes it highly maneuverable, which roll and banking capabilities that are slightly superior to other aircraft.

Although basic, its armaments are easy to use and adaptable to both air-to-air and air-to-ground tasks. The F-16 is a highly capable aircraft in almost any pilot’s hands.



Notes:

The F-16C is a very versatile aircraft with well balanced stats. This is the players’ default plane for the first four missions of the game and it is very capable on both anti-air and ground missions. This is good than starting with the vintage F-4 compared to the other titles.

Estovakian Color



Ace: “**EDINOROG**”
Location: M2 (Mission 02).

Estovakian SP

Mirage 2000-S



Default (Paint Scheme)

[Multirole]

MSSL: 110

[SP WPN]

XMA4	– 44
GPB	- 20
LASM	- 15
SFFS	- 12



Game Desc: The Mirage is a highly maneuverable multirole aircraft which is highly maneuverable at high speeds, but requires precision controlling because of the resulting recoil.

It is equipped with long range air-to-ground missiles enabling it to safely destroy enemy ground targets from a distance. Highly customizable, this aircraft can meet a variety of needs.



Notes:
Although it may seem to have good mobility and speed, players will experience stiff control when flying this plane. It has really good anti-ground weapons loadout at the same time it has XMA4 for engaging aerial targets.

Estovakian Color



Ace: "**OBLAKO**"
Location: M10, after mission update.

Estovakian SP

A-10A “Thunderbolt II”



[Attacker]

MSSL: 200

[SP WPN]

RCL	– 25
FAEB	- 25
XAGM	- 56



Game Desc: The A10A features a straight-wing design for additional strength at low speeds, high mounted engines to avoid enemy ground fire, and heavy armor plating. It is feared by enemy ground troops as the “Tank Killer” for its ability to continue the assault despite taking considerable damage.

It is an extremely durable and stable aircraft with superior maneuvering capabilities. The firepower centric design includes a nose mounted Gatling gun and high performance air-to ground missiles, making it the perfect aircraft for close air-to-ground support.



Notes:
The A-10A is the only aircraft in the game that carries the most destructive bomb in the game, the FAEB (Fuel Air Explosive Bomb). This is the first attacker aircraft that players’ will acquire and so far, the most effective anti-ground aircraft. This plane can take considerable punishment and is best used in close range support for ground troops.

Estovakian Color



Ace: “**RYTSARY**”
Location: M11, after mission update.

Estovakian SP

Tornado GR.4



[Attacker]

MSSL: 150

[SP WPN]

BDSP	– 25
LASM	- 20
ECMP	- 20



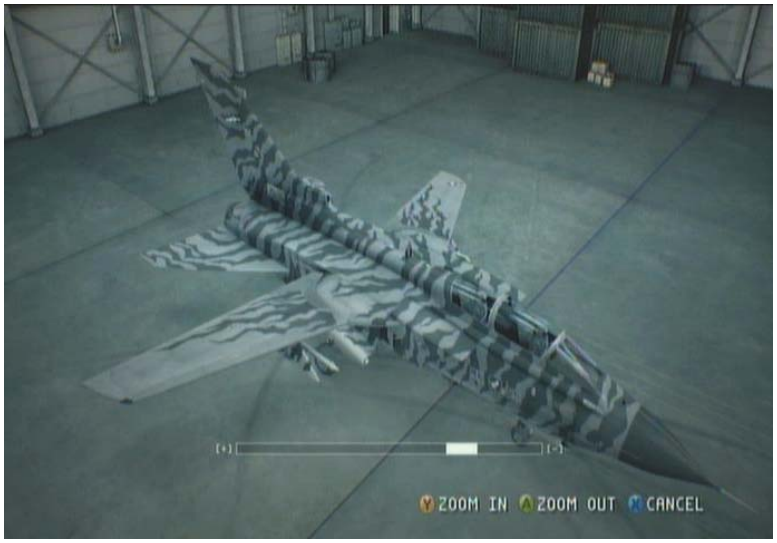
Game Desc: This is the latest of the Tornado series of aircraft. The Tornado GR.4 is a variable geometry winged aircraft with a compact fuselage designed to avoid enemy fire. Precision flight through advanced navigation equipment and powerful thrust for short take-off and landing (STOL) make this a versatile attacker.

Although an attacker aircraft, the Tornado boasts both maneuverability and acceleration of a fighter. Equipped with dispenser munitions, it is capable of quickly suppressing ground targets over large areas. The highly mobile attacker is well designed for striking heavy fortified targets.



Notes:
Though the game description mentions that this plane has the “maneuverability of a fighter”, don’t count on it too much. Although it’s the most capable attacker in engaging enemy fighters, it has really large turn angle, making it difficult to get a clean shot in tight dogfights. This is one of the few aircraft with jamming capability.

Estovakian Color



Ace: “**DRAKON**”
Location: M03, after mission update.

Estovakian SP

F/A-18F “SuperHornet”



[Multirole]

MSSL: 140

[SP WPN]

SAAM – 18
SOD - 15
XAGM - 32
ECMP - 20



Game Desc: The F/A-18F achieves superb handling while maintaining nearly flawless stability. The combined payload capacity of air-to-ground and air-to-air SP weapons and missiles promise increased battle performance. With the capability to quickly adjust to the conditions of virtually any battlefield, the F/A-18F is a true multirole aircraft.



Notes:
With well balanced stats, great control and a wide array of SP weapons, Superhornet pilots can adjust accordingly in any battlefield.

Estovakian Color



Ace: “**DAMA**”
Location: M14, after mission update.

Estovakian SP

F-2A “Viper Zero”



[Multirole]

MSSL: 110

[SP WPN]

LASM	– 28
QAAM	- 20
XMA4	- 52
UGB	- 40



Game Desc: Known as the “Viper Zero”, the F-2A is a variant of the F-16. It is equipped with the latest avionic equipment, including phased-array radar. Although designed specifically for anti-ship operations, this powerful aircraft is also deployed in air-superiority and intercept missions. The F-2A is known for its responsiveness and stability, so much that the engine stall related accidents are extremely rare.

Its high-performance armaments include that of high-maneuver and long-range missiles. While successfully fulfilling its originally conceived role of air-to-ground and air-to-ship intercept, the F-2A is also a formidable air-to-air multirole aircraft.



Notes:
A very versatile aircraft that you can bring in for any type of operation, the F-2A promises even greater performance in anti-ground missions and close-air support as well.

Estovakian Color



Ace: “**FLYUGER**”
Location: M12, after mission update.

Estovakian SP

F-14D “SuperTomcat”



[Fighter]

MSSL: 150

[SP WPN]

XLAA – 40
SAAM - 25
GPB - 30



Game Desc: The Super Tomcat is equipped with digital fly-by-wire variable geometry wings and powerful twin-engines. Although costly to maintain, this carrier-based aircraft’s wide array of advanced capabilities place it at the pinnacle of modern aircraft design. Unparalleled top speed and acceleration coupled with high maneuverability and stability make the F-14D an impressive aircraft. Long-range missile armaments also allow for preemptive striking capability on multiple enemy aircraft.

Excelling at hit-and-run assaults, this high speed intercept fighter is perfect for aerial defense missions.



Notes:
The F-14D is an excellent fighter though it can be easily overshadowed by the newer fighters.

Nevertheless, this is a very capable anti-air plane that can be used in heavy aerial battles.

Estovakian Color



Ace: “**VALET**”
Location: M13, during operation D, Marigold.

Estovakian SP

ACE COMBAT 6
Fires of Liberation

SU-33 “Flanker”



[Fighter]

MSSL: 160

[SP WPN]

QAAM	– 25
XMA4	- 56
RCL	- 30



Game Desc: Known by the codename “Flanker”, the SU-33 is a carrier-based air superiority fighter. Its bold canard wings and aerodynamic fuselage design have realized performance never before achievable in a fighter. Its derivative shape stands as a symbol of modern aircraft design. Extremely maneuverable and quick to respond, the SU-33 is capable of maintaining an advantage even in battles against superior numbers. It is well equipped for aerial combat with high-maneuver, high performance missiles.

The aircraft’s true potential depends solely on the pilot’s skills, making this an aircraft for experienced pilots only.



Notes:
The SU-33 is the favored aircraft of the Strigon team. It is extremely agile and fast that it can manage tight dogfights against several enemies.

The Flanker is also known for its flawless responsiveness, which can be the deciding factor of shooting down an enemy or getting shot down.

Estovakian Color



Ace: “**FENIKS**”
Location: M09, after all engines of Aigaion is destroyed

Estovakian SP

ACE COMBAT 6
Fires of Liberation

F-15E “Strike Eagle”



[Multirole]

MSSL: 180

[SP WPN]

XMA6	– 60
UGB	- 60
SFFS	- 30
XAGM	- 64



Game Desc: F-15E adds a variety of air-to-ground modifications to the already excellent air superiority design of the F-15. It can be distinguished from its predecessor by the conformal fuel tanks under the fuselage, fitted to extend attack range without sacrificing payload.

The F-15E boasts first class speed, excellent acceleration and durability. This aircraft can be fitted with powerful high-performance missiles or cluster bombs for air-to-air and air-to-ground missions. This large-bodied multirole aircraft excels on battlefronts.



Notes:
The F-15E is one of my favorite planes in the game. It is a great multirole aircraft in terms of stats and payload. The XMA6 is the same as the XMA4 but with two more missiles. The SFFS and the XAGM enables pilots to perform precise anti-ground strikes.

Estovakian Color



Ace: “**ORYOL**”
Location: M05, after mission update

Estovakian SP

Rafale M “Squall”



[Multirole]

MSSL: 160

[SP WPN]

SOD	– 40
SAAM	- 35
XMA6	- 54
LASM	- 40



Game Desc: A carrier-based aircraft known as Squall. Distinguishing characteristics include a flowing delta wing and canard design, and an aerodynamically conformed air intake. Its ergonomically designed cockpit has earned it high regard among pilots. The Rafale M offers quick response thanks to a compact turning radius and agile maneuverability.

Its large wing surface provides extra storage space for high-performance missiles and dispenser munitions. This multirole aircraft is well suited for prolonged or large scale missions.



Notes:
The Rafale M has lesser payload compared to the F-15E but is undeniably more agile than the latter.

The LASM and the SOD provides great anti-ground and ship capabilities while the SAAM and XMA6 enables the Rafale to engage several enemies at once.

Estovakian Color



Ace: “**VEGA**”
Location: M06, after mission update

Estovakian SP

F-117 “Nighthawk”



[Attacker]

MSSL: 130

[SP WPN]

GPB	– 65
QAAM	- 15
LASM	- 35



Game Desc: The “Nighthawk” is the first fully stealth capable aircraft. Its unique shape and special coating are designed to absorb and reduce enemy radar. Advanced stealth characteristics allow the F-117A to operate freely while evading enemy detection. Although its payload is limited, bunker penetrating bombs give its formidable pinpoint striking capabilities. A complete deviation from traditional fighter design, the F-117A is a revolutionary attack aircraft designed solely for stealth.



Notes:
You wouldn’t notice the stealth since enemies will still be able to see you. If you are going for the Night Owl medal, use the Tornado or the A-10A instead.

The large number of GPBs won’t help much against a large number of ground targets.

Estovakian Color



Ace: “**DZHOKER**”
Location: M07, southwestern part of the map, below the jammers

Estovakian SP

Typhoon



[Fighter]

MSSL: 230

[SP WPN]

XLAA	– 48
XMA4	- 66
RCL	- 32



Game Desc: The Typhoon represents the leading edge of air superiority fighter technology. The close-coupled delta-canard configuration gives the aircraft its distinct design. Developed by an international consortium, the flexible design ensures that the Typhoon can be modified to answer the fighter needs of all nations involved. The Typhoon fuses maneuverability with precision providing the pilot with ease of control. Long-range missiles allow it to destroy multiple enemy aircraft while staying out of lock-on range.

Whether from a distance or in a dogfight, the Typhoon's robust capabilities assure its dominance in any battle.



Notes:
The Typhoon is one of the best fighters you can purchase before getting the SU-47 and the F-22. The XMA4 and the XLAA provides excellent anti-air capabilities while its speed and mobility provides the much needed maneuverability.

Estovakian Color



Ace: "**RUSALKA**"
Location: M08, after mission update

Estovakian SP

SU-47 “Berkut”



[Fighter]

MSSL: 270

[SP WPN]

QAAM – 40
SAAM - 40
UGB - 70



Game Desc: The “Berkut” is distinguished by its three-surface-design, comprised of forward-swept wings, canard wings and horizontal stabilizer. The latest in avionic technologies help overcome instabilities inherent in its complex aerodynamics, positioning the SU-47 on the cutting edge of experimental aircraft technology. The SU-47 fighter features superb maneuverability and stability. Equipped with high-maneuver missiles, its superiority in a 1-on-1 aerial conflict is unrivaled.

Designed to dominate in a dogfight, it is the preeminent fighter.



Notes:
The Berkut is one of the best, real-life fighters you can acquire in the game.

Its superb agility, speed and mobility enable it to stand heavy dogfighting and intercept missions. The QAAM and the SAAM further enhances its already formidable anti-air capability.

Estovakian Color



Ace: “**KENTAVR**”
Location: M04, after mission update

Estovakian SP

F-22A “Raptor”



[Fighter]

MSSL: 250

[SP WPN]

XMA6	– 72
QAAM	- 40
SOD	- 55



Game Desc: The F-22 is a composite of the latest technologies, including the ability to cruise at supersonic speeds. This ultra-powerful 5th generation fighter is aptly titled “Air Dominance Fighter”. Commanding powerful thrust and stealth technologies, the F-22A represents the leading edge of aircraft technology. As well as being dispensing munitions capable, high-performance missiles allow it to attack from beyond the range of enemy aircraft. Geared perfectly for aerial combat missions, the F-22A is a powerful preemptive fighter.



Notes:
The F-22 is the pinnacle of modern aircraft technology. It has stealth and can be equipped with high-performance missiles.

Its superior speed, agility and mobility truly lives up its name “Raptor” (Bird of Prey)

Estovakian Color



Ace: “**PEGAS**”
Location: M01, after destroying three waves of primary targets.

Estovakian SP

CFA-44 “Nosferatu”



[Fighter]

MSSL: 300

[SP WPN]

ADMM – 18
EML - 24
ECMP - 36



Game Desc: The “Nosferatu” is Estovakia’s next-generation carrier-based stealth aircraft. Various onboard experimental weapon technologies include a rail gun, ADMM missiles and a fully integrated electronic support system. In the hands of an experienced pilot, this aircraft truly knows no bounds. Complete dominance over all other aircraft in speed, acceleration, and maneuverability is hindered only by its instability. Outfitted with the latest in experimental weaponry, it knows no match from the land or air.

The aircraft’s true potential can only be achieved by a technologically minded ace with the battle skills to match.



Notes:
Behold the most powerful aircraft in the game. The favored aircraft by Estovakian ace Ilya Pasternak, the Nosferatu is the stalking vampire of the skies. The ADMM alone should suffice on any land or air targets.

Estovakian Color



Unlock By: Getting the Legendary Ace medal.

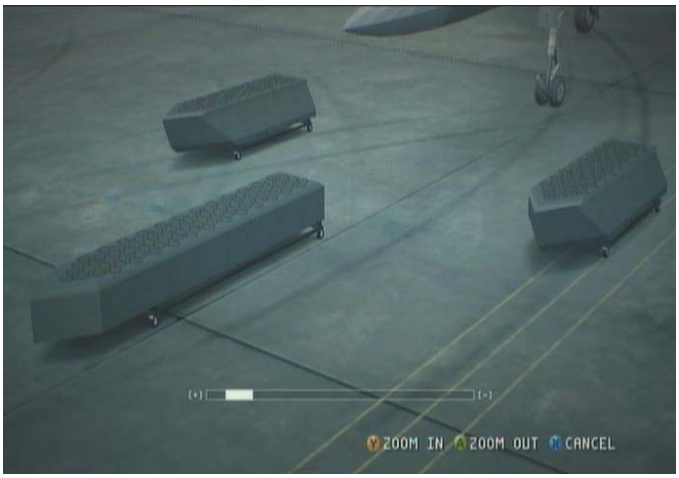
Estovakian SP

SP Weapons

SP Weapons are your special armaments. An aircraft will always come along with one default SP weapon. To equip our aircraft with another weapon, you'll need to make sure to buy the SP weapon first before it can be equipped.



ADMM – All Direction Multi-Purpose Missile



Attributes:

AIR-TO-AIR
AIR-TO-GROUND
HOMING
MULTI-TARGET

Game Desc: Although hindered by slight development delay, its extensive firing range combined with the ability to simultaneously launch 12 independent warheads means the ADMM possesses the firepower to change the tide of battle in a single shot. This ultra-compact missile represents the latest in multiple target tracking technology.

Notes: The best SP weapons in the game. Each shot releases 12 warheads, each capable of tracking individual targets. It comes along with 18 shots, usually more than enough to finish the mission quickly.



BDSP– Bomblet Dispenser



Attributes:

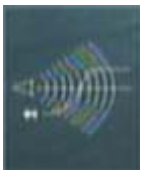
AIR-TO-GROUND

SPREAD BOMB

Game Desc: This anti-personnel weapon releases numerous bomblets over the target area. The impact area increases proportional to the speed of the dispersion aircraft, allowing for damage over an extremely wide area. The ability to adjust the impact area on the fly makes this weapon a choice of skilled veterans.

The body of the BDSP is hung from the bottom of the aircraft where it releases numerous bomblets, which must be released directly over the target to ensure their effectiveness, thus increasing the risk of being exposed to enemy fire.

Notes: As mentioned in the game description, flying too high or too fast will render the bomblets ineffective since they will be dispersed over a wide area. Since pilots need to literally fly over enemy forces with sufficient speed and height, there is always a risk of taking damage from ground fire.



ECMP – Electronic Counter Measure Pod

Attributes:





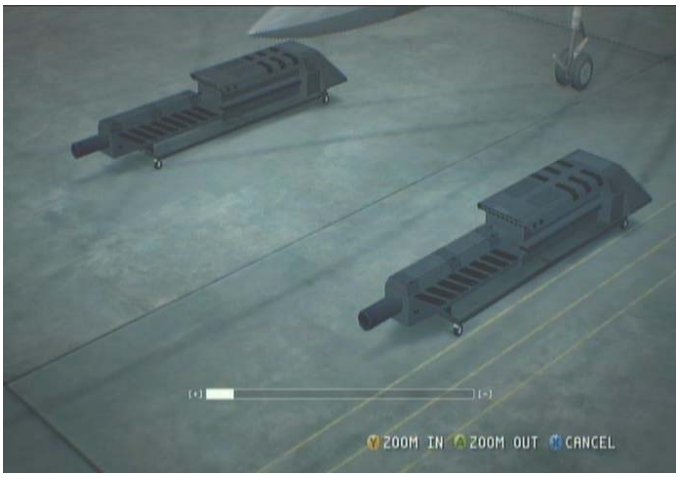
Game Desc: Once released, the ECMP uses powerful jamming to disrupt the targeting capabilities of enemy missiles within its effective range. It is especially effective in confrontations involving multiple aircraft and anti-air defense systems.

Advancements in missile technology have all but cemented its necessity in modern aircraft warfare.

cAs a defensive weapon, the ECMP is quite useful for goofing enemy missiles. SAMs and enemy missiles' tracking systems will be disabled. The jamming is only active for a few seconds so after activating, the pilot should maneuver the plane out of the enemy's crosshair.



EML – Electromagnetic Launcher



Attributes:

AIR-TO-AIR
AIR-TO-GROUND

Game Desc: The easy to aim unguided weapon employs long-range, ultra-high velocity munitions. With training, this advanced weapon offers unparalleled destructive potential. A miniaturized combat rail gun, also referred to as an electromagnetic launcher, the EML utilizes electromagnetism to propel munitions along a conduction rail at extremely high velocity. Future revisions offer much promise for the current practical battery limitations and size.

Notes: Previous AC players will be reminded of the TLS' targeting system where pilots need to manually acquire and aim at the target. Since the munitions travel at very high speeds, there is almost no chance of escape once the EML is fired directly at the target's path.



FAEB – Fuel-Air Explosive Bomb



Attributes:

AIR-TO-GROUND

SPREAD BOMB

Game Desc: The FAEB is capable of damaging multiple targets over an extremely wide area. Its destructive power is somewhat limited, making it most effective against concentrations of low-priority targets.

This unguided bomb disperses highly volatile fuel over a wide area, then ignites to create a massive explosion. The ensuing 3000 degree inferno culminates in the destructive blast wave.

Notes: This can be considered as the best bomb in the game in terms of blast radius and damage. It is capable of wiping out almost every ground target in a single blast, though some hardened units and fortifications may need a second explosion before succumbing to this weapon's awesome power.



GPB – Guided Penetration Bomb



Attributes:

AIR-TO-GROUND
HOMING

Game Desc: Although it has a small blast radius, the GPB represents one of the most lethal anti-personnel ordinances available. It is indispensable against particularly heavily fortified ground targets. Known as the “Smart Bomb”, the GPB utilizes GPS and laser guidance to home in to its target. It is employed primarily against enemy facilities and fortifications, first piercing their outer barrier then detonating, destroying them from the inside.

Notes: Another name for this weapon is “Bunker Buster”, because of its capability to burst through protective covering of enemy positions then exploding from inside.



LASM – Long-range Air-to-Ship Missile



Attributes:

AIR-TO-GROUND
HOMING

SPREAD BOMB

Game Desc: Nearly matching the destructive power of a free-fall bomb, the LASM’s blast radius is capable of damaging facilities beyond the main target area. Equipped with a powerful radar/seeker, the LASM is capable of destroying other unapproachable targets such as ships and radar stations, from long range.

There are several guidance systems available.

Notes: The LASM version is this game incorporates the LAGM (Long-range, Air-to-Ground Missile) blast area attribute that is available from the previous versions of the game. The LASM is the ultimate ship killer, guaranteeing a kill once it hits the enemy ship. This weapon can be used against ground targets such as tank formations and artillery.



QAAM – Quick Maneuver Air-to-Air Missile



Attributes:

AIR-TO-AIR

HOMING

Game Desc: The most agile of all missiles, the QAAM boasts a tracking time and guidance system far exceeding that of standard missiles. Once it has acquired a lock-on, it will continue to track the target, even at the firing aircraft's six o'clock, making this the ultimate in dogfight missiles.

A helmet mounted reticule allows the QAAM to be locked on the target outside of the aircraft's flight trajectory.

Notes: Though the game description about this weapon is too good for the eyes, it is not that effective as it seems. Since the QAAMs of AC4, its one-shot, fire-and-forget capability has been limited over the past few titles. While it is true that QAAMs have superb tracking capability, enemy aircrafts can still evade them with ease.



RCL – Rocket Launcher



Attributes:

AIR-TO-GROUND

SPREAD BOMB

Game Desc: The RCL is capable of firing a volley of unguided rockets in rapid succession. Although some skill is necessary to master its operation, the RCL can deliver unparalleled damage when all of its rockets hit their mark. The operational scope of this general-purpose weapon is limited only by the pilot's ability.

Notes: Even if there are some "improvements" in the AC6 version of the RCL, it is by far, one of the crappiest SP weapon in the whole series. The unguided rockets can hit targets tightly closed together but other than that, its like spraying fire randomly.



SAAM – Semi-Active Air-to-air Missile



Attributes:

AIR-TO-AIR

HOMING

Game Desc: Although highly accurate, the target must be kept inside the SAAM's steering circle once it is fired. The SAAM is guided via the aircraft's onboard radar, meaning it must be continuously controlled until it has impacted with the target. However, this independent guidance system increases maneuverability while lowering production costs.

Notes: When used properly, these missiles can be a lot accurate and deadlier than the QAAMs. Pilots need to have good control of the plane so that the target will be kept inside the targeting circle even while turning.



SFFS – Self Forging Fragment Submunitions



Attributes:

AIR-TO-GROUND

SPREAD BOMB

Game Desc: The SFFS fragments into numerous pieces before reaching the impact area, and is effective in situations when the need to dispense of targets over a wide area is immediate. Its destructive power is proportional to the height at which it is released. Advanced versions incorporate thermal guidance and land min bomblets.

Notes: The SFFS is effective for destroying a large area littered with ground targets. This requires practice to use the weapon effectively.



SOD – Stand-Off Dispenser



Attributes:

AIR-TO-GROUND
HOMING

SPREAD BOMB

Game Desc: The SOD is capable of adjusting its flight path while releasing numerous bomblets along its trajectory. Its high degree of accuracy makes it one of the easiest, wide-blast radius type bombs to use. GPS and other navigational equipment allow the SOD to automatically home in on a ground target.

Notes: The SOD works typically like a BDSP but the main difference is that the SOD can lock on a target, and deliver the bomblets along its flight trajectory. Very effective when used against enemies on a straight line or heavily concentrated enemy formations.



UGB – Unguided Bomb



Attributes:

AIR-TO-GROUND

SPREAD BOMB

Game Desc: The UGB is a fairly powerful bomb capable of damaging all targets within its blast radius. While technologically unsophisticated, a skilled hand can ensure its effectiveness against almost any ground target. The simplistic and reliable design consists only of the main body and stabilizing fins.

Notes: Although this requires manual calculation and dropping, the UGB is still capable of destroying any enemy targets.



XAGM – Advanced Air-to-Ground Missile



Attributes:

AIR-TO-GROUND
HOMING
MULTI-TARGET

Game Desc: The XAGM is capable of destroying up to four independent ground targets. Its high degree of accuracy makes it an effective weapon won't be used against several targets with close proximity. It is used mainly against tanks and other armored ground targets. Thermal Imaging and Television Weapons Delivery Systems ensure its accuracy.

Notes: The XAGM is great for eliminating enemy ground units with deadly accuracy. It is very effective against those targets taking cover behind buildings and other obstables.



XLAA – Advanced Long-Range, Air-to-Air Missile



Attributes:

AIR-TO-AIR

HOMING
MULTI-TARGET

Game Desc: Able to lock-on to multiple targets, the XLAA boasts the longest range and the greatest speed of all missile types, but at a slight cost to targeting performance. Boasting a powerful radar system and long-range, the XLAA is capable of preemptively striking multiple targets from beyond the visual range.

The missile's high price is the only prohibitive factor when considering its use.

Notes: For a higher chance of hitting enemies, XLAAs can be deployed while the targets are approaching towards the players.



XMA4 – Advanced Medium-Range, Air-to-Air Missile 4



Game Desc: The XMA4 can be fired at up to four air targets simultaneously, as state of the art avionics provide the special ability to track and destroy several targets at once. Its relatively long range, and ease of use make it a standard choice amongst air-to-air weapons .A compact radar embedded in the warhead ensures that this “Fire and Forget” missile will predictably guide itself to its mark.

Notes: Even if the game explicitly calls it a Fire and Forget weapon, this is only true of the targeted planes are flying in a straight line or gentle turn. This weapon is also effective when encountering enemy aircraft formations ahead or from behind.



XMA6 – Advanced Medium-Range, Air-to-Air Missile 6



Attributes:

AIR-TO-AIR

HOMING
MULTI-TARGET

Game Desc: The XMA6 can be fired at up to six air targets simultaneously. Its relatively long range and ease of use make it a standard choice among air-to-air weapons. Equipped with more advanced avionics than the XMA4, the XMA6 is able to track and destroy a greater number of targets. Aircraft choice is limited by the weapon’s additional weight, brought about by the inclusion of state of the art technology and the subsequent increase in size.

Notes: Just consider this like an XMA4 with two more additional missile capabilities. The performance of this medium range missile is the same as its counterpart.

Aces

This section will cover the non-Strigon aces that will appear while playing in Expert mode. Strigon assault records can be unlocked by simply shooting them down during the missions where they take part, which can be done in your normal playthrough. Emmerian assault records can be unlocked by completing all the operations where the allied units took part. You can check the operations you are missing by checking the Operation Medals tab in the Gallery.



Ace Hunting Tips:

- Since the aces will appear only in Expert mode, you should be able to unlock the CFA-44 Nosferatu. Since you have this powerful aircraft already, it will be a waste if you won't use it.
- Even if you are using a superior fighter, that doesn't mean that you can just shoot down the aces easily, especially when using standard missiles. They can pull some crazy maneuvers like you.
- In expert mode, damages done to your plane can't be repaired even if you land in an allied airfield or when you use the return line. The damage dealt by the enemy is increased to at least 150%
- It will be advisable to use the Nosferatu and its ADMM when ace hunting. Even the mighty aces can't evade the ADMM warheads.
- If you can't find the ace, just proceed with the other missions first. This saves you from getting frustrated.
- Aces appear only as regular green triangles in the radar. There are no special markers for them or any sort. So you'll need to approach them before you can target them on radar.
- Assault records can also be acquired in Free Missions.

An Assault Records checklist will be provided in the end of this section.

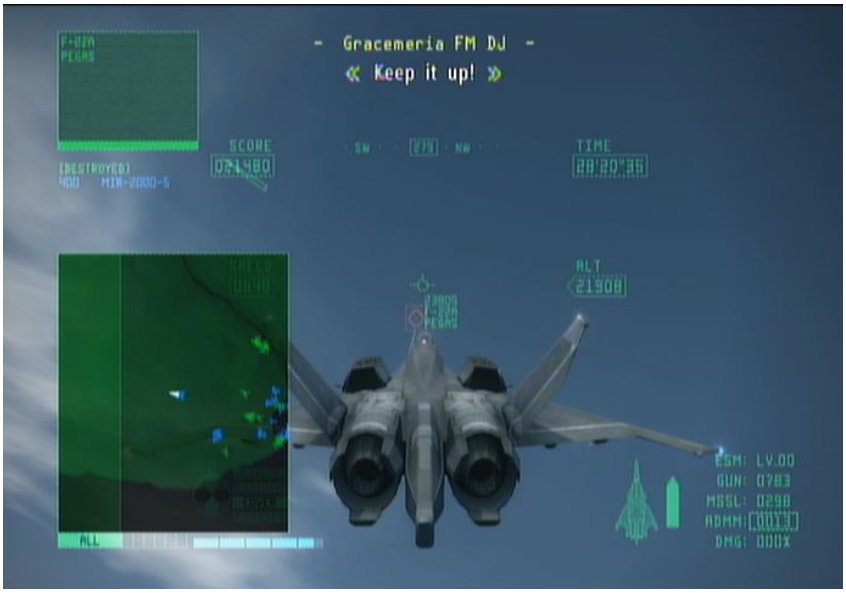
Mission 01: Invasion of Gracemeria

Assault Record No: **13**

Ace: PEGAS
Aircraft: F-22A







ACE COMBAT 6
Fires of Liberation™

Location: **PEGAS**' spawning point depends on where your aircraft is headed. As you start your mission, rush in and destroy all primary targets (B-52s and UH-49s) **within two minutes**. A squadron of Rafale M fighters will appear directly ahead of you where you last shot down the initial targets. Again, destroy these aircrafts within two minutes. Finally, the last formation of F/A-18Fs will appear. Shoot them down and PEGAS will appear directly ahead where you shot down the last SuperHornet.

Mission 02: Vitoze Aerial Defense

Assault Record No: **14**

Ace: EDINOROG
Aircraft: F-16C

Location: EDINOROG will appear as a fighter escort along with the last waves of enemy bombers. Just approach each bomber formation to spot him and shoot him down.





Mission 03: Sipli Field

Assault Record No: **15**

Ace: Drakon
Aircraft: Tornado GR.4

Location: **After the mission update**, DRAKON is within the obvious jamming field just north of the last enemy concentration.





Mission 04: Bartolomeo Fortress

Assault Record No: **16**

Ace: KENTAVR
Aircraft: SU-47

Location: KENTAVR will appear along with the other two Strigon members and other aircraft as reinforcements after the mission update. Usually, it appears ahead of you, as soon as the second part of the mission is initialized.





Mission 05: Anea Landing

Assault Record No: **17**

Ace: ORYOL
Aircraft: F-15E

Location: ORYOL appears along with the enemy aircraft reinforcements after the mission update. He will be usually accompanying the A-10s in the Operation B area or along with the heavy bombers of Operation C area.



ACE COMBAT 6
Fires of Liberation



Mission 06: Siege on Silvat

Assault Record No: **18**

Ace: VEGA
Aircraft: Rafale M
Location: During the second part of the mission, where the remaining enemy forces concentrate in the south of the map, you can find VEGA flying along the enemy planes near the area.





ACE COMBAT 6
Fires of Liberation

Mission 07: Selumna Peak

Assault Record No: **19**

Ace: DZHOKER
Aircraft: F-117A

Location: He is flying around the southwest of the jammers. You will likely encounter him if you engaged in the Operations A and D or on your way to B.





Mission 08: San Loma Assault

Assault Record No: **20**

Ace: RUSALKA
Aircraft: Typhoon

Location: Appears above the city/ port after the mission update along with other fighter reinforcements.





Mission 09: Heavy Command Cruiser

Assault Record No: **21**

Ace: FENIKS
Aircraft: SU-33

Location: Appears near your current position after all the engines of Aigaion is destroyed. Don't destroy the cockpit yet until you shoot FENIKS down. The Aigaion will also deploy Nimbus attacks around it and some AA defenses if it took you a while to engage and destroy the ace.





Mission 10: Ragno Fortress

Assault Record No: **22**

Ace: OBLAKO
Aircraft: Mirage 2000-S
Location: Appears after the mission update, as one of the fighter reinforcements above the fortress.





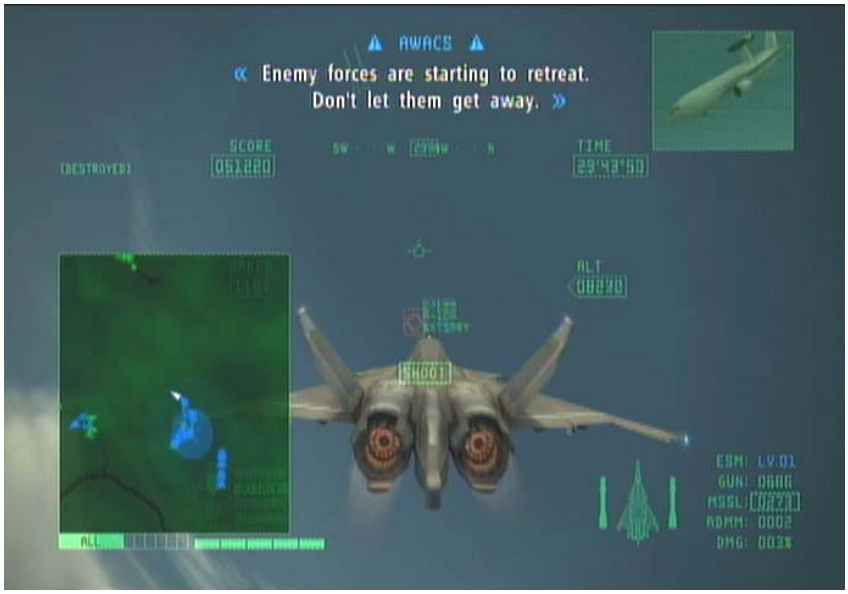
ACE COMBAT6
Fires of Liberation™

Mission 11: Moloch Desert

Assault Record No: **23**

Ace: RYTSARY
Aircraft: A-10A
Location: He can either be flying near the enemy main base (Operation C: Hammerhead) or near the airfield (Operation B: Quox) or somewhere in between after the mission update.





Mission 12: Weapons of Mass Destruction

Assault Record No: **24**

Ace: FLYUGER
Aircraft: F-2A

Location: Appears immediately from the west after the last primary target vehicle is destroyed. Make sure to shoot him down before going west to save your kill before the mission update.





Mission 13: The Liberation of Gracemeria

Assault Record No: **25**

Ace: VALET
Aircraft: F-14D

Location: He will be taking off from the Estovakian carrier inside the port. Engage Operation D to encounter him immediately. Otherwise, he will just be flying around the allied ships.



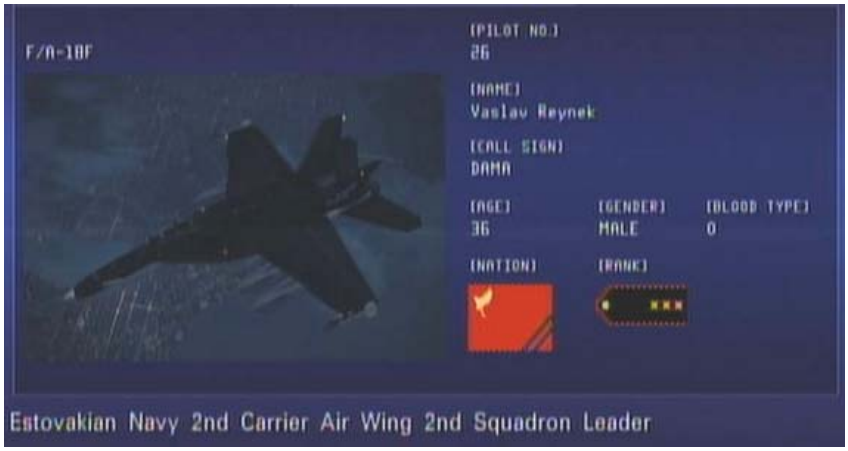


Mission 14: Gracemeria Patrol

Assault Record No: **26**

Ace: DAMA
Aircraft: F/A-18F

Location: Appears after the mission update inside the obvious jamming field. He is flying in high altitude.





ACE COMBAT 6
Fires of Liberation™

Mission 15: Chandelier

Assault Record No: **27**

Ace: KOBOL
Aircraft: F4-E

Location: On my playthroughs, he will appear once the mission update to destroy the Chandelier core has been activated. He will be attempting to take off on the runway the Strigon team used earlier in the mission, along with some other F-4Es. You can destroy him easily while he is trying to take off.

Other players have suggests that KOBOL will appear as one of the enemy guardians once the first mission update starts.





Once you acquired all the other Assault Records, you will unlock the last record for Garuda 1. Congratulations! Now you can flaunt your hard-earned collection!





Medals

Medals are unlocked after meeting certain requirements in the game. Most of them can be acquired by repeating the missions in Free Mission mode whilst some of them strictly require you to finish the campaign while meeting the requirements for the medal.

This section will provide you the complete list of all medals that can be acquired in the game and some tips on how to get them.

There are two types of medals, **Service Medals** and **Operation Medals.** Operation medals are automatically unlocked after finishing the specific operation. They are the easiest medals to acquire so far.



Service Medals on the other hand, will pit you through several requirements, from easy tasks such as destroying a certain number of targets to the most mundane tasks like finishing the game without any damage or using machine guns only.



I will be listing all the medals below to serve as a checklist then we will try to discuss on how to acquire them in detail.

NOTE: The difficulty must be at least NORMAL when trying to get medals that requires players to finish the campaign. Players need to finish the campaign and not “patch” it via Free Mission mode.

Service Medals

Bronze Ace	Destroy 300 enemies
Silver Ace	Destroy 1500 enemies
Gold Ace	Destroy 3000 enemies

Bronze Marksman	Destroy 10 enemy aircraft with a machine gun
Silver Marksman	Destroy 50 enemy aircraft with a machine gun
Gold Marksman	Destroy 200 enemy aircraft with a machine gun

Needle's Eye	Perform 10 consecutive frontline landings
Night Owl	Complete the campaign using only Attacker type aircraft.
Raging Falcon	Complete the campaign using only Fighter type aircraft.
Blazing Griffin	Complete the campaign using only Multirole type aircraft.
Guardian	Complete the campaign without getting your wingman shot down.
Quicksilver	Complete the campaign in record time
Sharpshooter	Complete the campaign using only machine guns
Legendary Ace	Complete the campaign mode without getting damaged.

Bronze Star	Complete the campaign mode on Normal with an S rank.
Silver Star	Complete the campaign mode on Hard with an S rank.
Gold Star	Complete the campaign mode on Expert with an S rank.
Platinum Star	Complete the campaign mode on Ace with an S rank.



BRONZE ACE

Difficulty: ★
Free Mission: YES
Tips: You don't need to worry about this medal too much since you will unlock it along the way, as you try to complete your playthroughs to unlock the other medals.



SILVER ACE

Difficulty: ★
Free Mission: YES
Tips: Just like the bronze ace, just concentrate on getting the other medals first and you will unlock this along the way.



GOLD ACE

Free Mission: YES
Difficulty: ★

Tips: This may take a while and a few playthroughs but you will be able to unlock this medal no matter what.



BRONZE MARKSMAN

Difficulty: ★
Free Mission: YES
Tips: Shooting enemy fighters may be a bit of challenge so make sure you use your machine gun on easier air targets such as bombers, jammers, cruise missiles, and attackers.



SILVER MARKSMAN

Difficulty: ★
Free Mission: YES
Tips: If machine gunning fighters may be a bit of for you, just continue destroying easier air targets as described above.



GOLD MARKSMAN

Difficulty: ★★
Free Mission: YES
Tips: This may take a while but just continue shooting down easier targets as mentioned and you should get this medal.



NEEDLE'S EYE

Difficulty: ★
Free Mission: YES
Tips: You'll need to make 10 frontline landings successfully without SKIPPING the landing sequence. The best place to do these landings will be during the second part of Mission 06: Siege on Silvat.

Just make sure that there are minimal to no enemy units in and around the landing strip before attempting to land. If you still have problems landing, I suggest taking the tutorials.



NIGHT OWL

Difficulty: ★★★
Free Mission: NO
Tips: You'll need to finish the campaign using ONLY any of the following: A-10A, Tornado GR.4 and F-117A

Note that attackers are the slowest and least maneuverable planes in the game so facing enemy fighters may be a problem.

Personally, I only used the A-10A with FAEB for ground based operations/missions and the Tornado with ECMP for the anti-air missions. Since the medal requires you to finish the game using an attacker type plane, then you can give your wingman the best plane you can get and equip him with AA weapons. That way, you will just have to rely on your wingman and allied units for support so you can concentrate on the mission.

The FAEB (see Special Weapons section) of the A-10A is probably the most destructive anti-ground weapon you can get in the game. It pretty much destroys light-medium armored targets in a very large area, making a fast, clean sweep pretty much easier.

The Tornado's ECMP is very useful when facing enemy aircraft and "spoof" their missiles. Since the Tornado is really hard to maneuver, it is almost impossible to evade a missile fired at short range.

Out of fun, I used the A-10 on Mission 09: Heavy Command Cruiser. Since the enemy cruisers are large targets, it was exhilarating to drop FAEBs on their decks and watch several targets destroyed at once. Try it for once. ☺



RAGING FALCON

Difficulty: ★★
Free Mission: NO
Tips: Since you will be using a fighter here, you should have an easier time finishing the campaign. Fighters are the most common aircraft in the game and they have really good weapon load outs. If you have the Nosferatu, then finishing the campaign is breeze.



BLAZING GRIFFIN

Difficulty: ★★
Free Mission: NO
Tips: Multiroles are great for all-around missions. Their weapon loadout is really flexible and their stats are well-balanced. The high-end multiroles you can use would be the Rafale M and the F-15E.



GUARDIAN

Difficulty: ★
Free Mission: NO (Disable Auto Save[1])
Tips: Shamrock takes damage just like you do. He will have constant status report to you so pay attention if he says that he's in trouble or got hit by a missile. For repairs, head to the return lines during missions.

As long as he does not retreat from battle (his damage is too severe), you will earn this medal after your completed the campaign, even on your first try.

[1] Disabling autosave will be safer since you can retry the mission again in case you didn't reach the requirement or just had an accident.



QUICKSILVER

Difficulty: ★★★
Free Mission: NO (Disable Auto Save)
Tips: You'll need to finish the campaign within 2 hours and 15 minutes. If you are after this medal, you will need to rush through all missions as fast as you can, destroying only primary targets and meeting mission objectives.

The best plane to use for this mode is the CFA-44 Nosferatu with ADMM of course. Here, you will need to abuse your Allied Attack command to quickly dispose enemies and end the missions faster.



SHARPSHOOTER

Difficulty: ★★★★★
Free Mission: NO (Disable Auto Save)
Tips: This is both good and bad. Good because you can easily acquire all the Marksman medals. Bad because you will destroy ALL targets using machine gun only.

I suggest finishing this mode using F/A-18F with ECMP. At the start of each mission or after taking off, switching your SP weapon to ECMP will prevent any accidental missile firing and at the same time will allow you to use your ECMP faster.

You can use other more powerful planes but remember, it will just take one missile or SP weapon misfire and your machine gunning streak is over. You will need to restart the mission or the last checkpoint in case that happens. Make sure that during debriefing, your machine gun kills should register 100%. Anything else than that, you will need to retry the mission.



LEGENDARY ACE

Difficulty: ★★★★
Free Mission: NO (Disable Auto Save)
Tips: This is the real challenge. You'll need to finish the campaign without getting any damage at all. Repairing your aircraft during missions will remove the damage from the plane but not from your records. After debriefing, your total damage should register 0% on every mission.

The best plane to use to acquire this medal is the Nosferatu. Like the saying, "Offense is the greatest defense", destroying any hostile target in your sights as quickly as possible will significantly lessen the threat to you.

In case you are damaged deep in the mission, just retry from your last checkpoint. Restart the mission if you are damaged right after the checkpoint is activated.



BRONZE STAR

Difficulty: ★★
Free Mission: YES
Tips: Getting this medal is quite easy, except for getting an S rank in Mission 13. Check out the Q&A section near the end of this guide for details on how to get an S rank.



SILVER STAR

Difficulty: ★★★
Free Mission: YES
Tips: Hard mode is still manageable but will require you be more curious. Enemy damage percentage is raised so be careful not to get hit by enemy fire as much as possible. Again, getting an S rank in Mission 13 is a challenge here so check out the details in the Q&A section of this guide. The good part about Hard Mode however, is that you will unlock the Nosferatu which will make your job a lot easier.



GOLD STAR

Difficulty: ★★★★
Free Mission: YES
Tips: Expert mode is a mild hell. Enemy machine gun rounds can chew 20+% off your armor each round. Missiles can take you out in one hit. At this point, you should have the Nosferatu and its ADMM so you will have a fighting chance even against numerous targets. Additional targets will also appear on each mission. Enemy ace units for assault records will be start to appear here as well. Check out the Aces section above.



PLATINUM STAR

Difficulty: ★★★★★
Free Mission: YES
Tips: Ace mode is hell. Machine gun rounds can take you in 3-4 hits and enemy reinforcements are numerous than before. You will have to fight hard on every operation and do some crazy flying if enemy aircraft engages you. Nosferatu and its ADMM is your greatest chance to excel on every mission.

Achievements

There are 49 achievements[2] with a total of 1000 pts



[2] http://www.xbox360achievements.org/achievements.php?gameID=332



Original Aircraft 10 G

Attain purchasing ability for original aircraft.



Allied Assault Record 20 G

Attain complete Emmerian assault record.



Enemy Assault Record 20 G

Attain complete Estovakian assault record.



Mission 1 10 G

Successfully retreat from the fallen capital Gracemeria.



Mission 2 10 G

Prevent the aerial bombardment of Vitoze.



Mission 3 10 G

Attain victory at Sipli Field.



Mission 4 10 G

Destroy Bartolomeo Fortress, and recapture Khesed Island.



Mission 5 20 G

Ensure the success of allied ground forces Anea mainland landing.



Mission 6 10 G

Rescue allied ground forces cornered in Silvat.



Mission 7 10 G

Rescue allied forces amidst Aigaion attack.



Mission 8 10 G

Capture the Cavallia Air Force Base, and establish an Aigaion attack point.



Mission 9 20 G

Destroy the heavy command cruiser Aigaion.



Mission 10 10 G

Capture the Ragno Fortress.



Mission 11 10 G

Attain victory in the Moloch Desert invasion.



All Secrets 30 G

Unlock all hidden contents.



Battle Royale (10) 10 G

Win 10 Battle Royale matches.



Battle Royale (30) 20 G

Win 30 Battle Royale matches.



Battle Royale (50) 30 G

Win 50 Battle Royale matches.



Battle Royale (100) 40 G

Win 100 Battle Royale matches.



Team Battle (10) 10 G

Win 10 Team Battle matches.



Team Battle (30) 20 G

Win 30 Team Battle matches.



Team Battle (50) 30 G

Win 50 Team Battle matches.



Team Battle (100) 40 G

Win 100 Team Battle matches.



CO-OP Stage 1 25 G

Clear Stage 1 of CO-OP Battle.



CO-OP Stage 2 35 G

Clear Stage 2 of CO-OP Battle.



Siege Battle (10) 10 G

Win 10 Siege Battle matches.



Siege Battle (30) 20 G

Win 30 Siege Battle matches.



Siege Battle (50) 30 G

Win 50 Siege Battle matches.



Siege Battle (100) 40 G

Win 100 Siege Battle matches.



Online Kills (50) 20 G

Shoot down 50 total other player aircraft online.



Online Kills (100) 30 G

Shoot down 100 total other player aircraft online.



Online Kills (200) 50 G

Shoot down 200 total other player aircraft online.

Secret Achievements



Pasternak Defeated 20 G

Enemy Strigon squadron leader Ilya Pasternak defeated.



Mission 12 10 G

Weapons of mass destruction destroyed in transport.



Mission 13 20 G

Capital recaptured and liberated.



Mission 14 10 G

Capital successfully defended from enemy cruise missile attack.



Mission 15 20 G

The Chandelier destroyed, and the war brought to a close.

Q&A Section

1. **Q**. What is Ace of Aces? I already unlocked all secrets and bought aircraft and stuff and that feature is grayed out.

   A: Ace of Aces is a DLC (Downloadable content) in XBL. It features ultra hard missions for hardcore AC pilots seeking for a challenge.

2. **Q**. I can't seem to get an S rank in Mission 13. I tried killing Pasternak within 10 seconds with EML and tried shooting down several drones and I still get a B or C in the second part of the mission.

   A: You need to shoot down drones during the battle with Pasternak. These are just rough estimates but I think they are close after repeating the mission over and over again.

   C = 0-10
   B = 11-20
   A = 21-30
   S = 30+

   Take note that this is based if you got S ranks on any of the four initial operations.

   Of course, the plane I used is the CFA-44 and with the assistance of allied ESM fields. It also took me at least one frontline landing (while the drones and Pasternak are looming overhead) to get a fresh load of ADMMs.

3. **Q**. Will I get anything if I complete all achievements?

   A: Though I can't confirm it, I haven't heard any bonus if you unlocked all achievements in the game.

4. **Q**. Will you be adding a section for online battles? How about a game with you?

   A: Although I want to, unfortunately, no. Though I have XBL set up (Gamertag: Paul Vhayste), my copy of the game is "special" and I don't want to risk getting banned so I use original titles when playing on XBL.

5. **Q**. This game is too hard! Are there any codes to unlock all the aircraft/ paint schemes (and all other secrets)?

   A: No, that is not possible. If the game seems too hard, try finishing the campaign in EASY mode to get familiar of the gameplay. If it still doesn't work for you, try dumping this game and look for another one that will suit your difficulty level since there are no easy cheats or codes that will unlock stuff for you.

6. **Q**. How can I get the Estovakian and Estovakian SP colors for the CFA-44 Nosferatu?

   A: Unlock the Estovakian paint by purchasing all other aircraft colors. The SP is a bit tricky. I got it after unlocking my 13th medal. Yet some readers that emailed me got theirs after getting all medals others during their 15th medal. Since this is quite vague I will jus suggest getting all plane colors and continue unlocking medals.

Credits

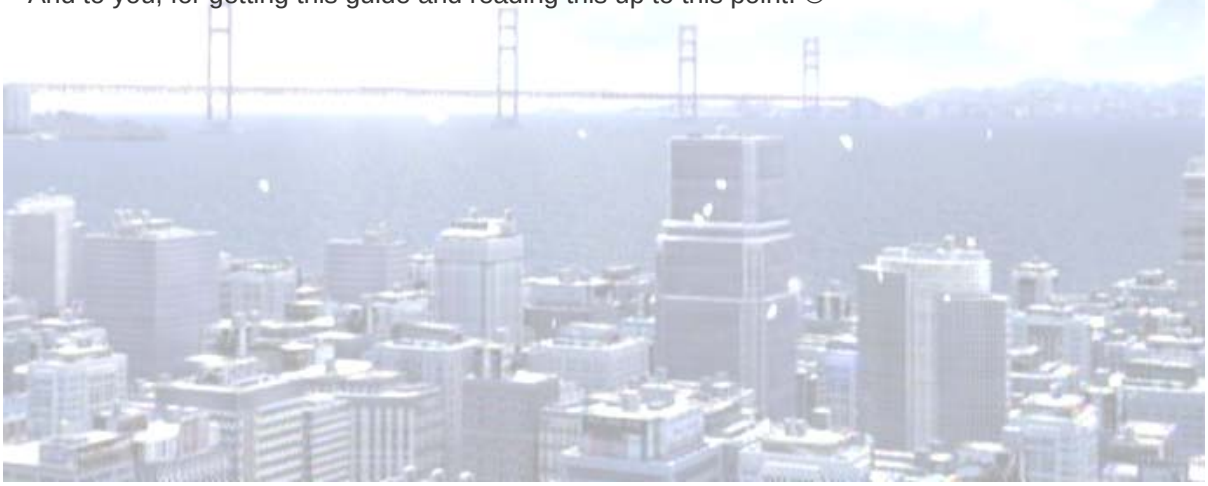
This is as complete as it gets. If you guys have questions, send them and I will try to answer them the best as I can. Suggestions, additional tips and info are always welcome.

Thanks to the following:

Stephen Ng, IGN – For assigning the game to me and giving me a chance to write an exclusive.

To my family – For their support and assistance.

And to you, for getting this guide and reading this up to this point. ☺





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